Grimm World

The Rulebook

1 The Game Concept

In Grimm World, you enter a dark world inspired by the fairy tales of the Brothers Grimm. You don't take on the role of a shining hero, but that of a simple citizen who wants to escape from his dreary everyday life. During your adventure, you will explore abandoned ruins, roam through dark forests, drink mead in dubious taverns and hunt wild creatures. Your decisions influence the entire game world, and random events, quests and rumors ensure that each campaign is unique.

1.1 Learning the Rules

Since the rules of Grimm World are not complicated, but very extensive, it is recommended that you watch the rules video series on YouTube. If you still have questions, read this rulebook.
Rules videos from Grimm World on YouTube: https://www.youtube.com/playlist?list=PLwJe3h5q8PaXDwy4H7G0DbgC-WHFI0X_7

1.2 Living Rulebook

This is a Living Rulebook, which is constantly being expanded as new rules are added through expansions. If you discover any gaps in the rules, please do not hesitate to contact me.
You can find all contact details at: http://raoulschaupp.taplink.ws

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3 The Game Material

3.1 The Game Cards

The following 540 cards are included in Grimm World:

- 1 Title Card
- 1 Character Card
- 2 Alignment Cards
- 4 Money Cards
- 30 B-Encounter Cards [B01-B60] (not numbered consecutively)
- 22 X-Encounter Cards [X01-X99] (not numbered consecutively)
- 1 'Time Passes' Card
- 1 'Next Chapter' Card
- 8 Region Cards
- 17 Storybook Cards
- 403 Lost Pages Cards [Y001-Y999] (not consecutively numbered)
- 46 Terrain Cards (not numbered consecutively)
- 4 Hit Point Cards

The following chapters explain the complete game material in detail.

3.2 Player markers

A small cube is required as a player marker for the game. It is used to indicate the current location of the character on a Region Card (see chapter 4.5).

3.3 Figures

Six different colored figures are required. In a battle, these six figures represent the character, his possible ally and the maximum of four enemies (see Chapter 8.1.2).
The enemy colors are yellow, turquoise, black and pink. Any player color can be chosen for the character and their potential ally, provided it does not match one of the enemy colors. In these instructions, the color of the character figure is always shown in gray. If no matching colored figures are available, you can also download a file with markers for the game and craft them.

4 Explanation of the Cards

4.1 Character Card

Only Martha is available as a character in the base game. Other characters will follow in future expansions. The characters in Grimm World will each be represented by their own Character Card.

Title & Skills
Martha
The Barmaid
Alignment
Good Listener
You pay 3 less to resolve a rumor card ( ).
Lunge
+2
+2
Quests and 2 Quests
Martha
... there was a barmaid named Martha. When she was a child, the Dreamer's henchmen invaded her village, burned it down, and murdered her parents. Martha managed to escape, but the loss of her left eye never let her forget that night. She ran as far away as her little feet could carry her. After a long and exhausting journey, she found shelter in the Fallen Stone Inn, which is located in the valley between Tronda and the Dark Forest. The owner of the inn and his wife took the frightened child in, tended to her wounds, and raised her as their own. But Martha always felt a wanderlust, especially when she listened to the stories of the travelers who stopped by. One night she decided to pack her belongings and travel the world. She stowed the bare necessities in her bag before saying goodbye to her foster parents. A single tear ran down her cheek as she set off into the unknown.
You are Martha, and your adventure begins now!
•Take the card Y003 and resolve it.

Figure 1 - Character Card (front and back)

The details of a Character Card:
1. Character: This is the name, job, and picture of the character.
2. Character Data: The key data of the character:
a. Place of birth; **b.** Gender; number of slots for armor **(c)**, the hands **(d)** and accessories **(e)**; **f.** Critical Hits
3. Exploration Ability: The character can use this ability during the Exploration Phase of the game.

4. Combat Skills: Some Action Cards have a star symbol (★). When you play an Action Card, the corresponding action or reaction on the Character Card is performed.
5. Status Values: The 12 status values of the character are shown on the right-hand side of the card. It is not necessary to know their names, because if a test has to be made for a value, the symbol of the status value is shown with the test. Nevertheless, the status values are briefly explained below.

a. **Dexterity:** This status value is used when the character wants to steal something or has to sneak, but also when it comes to noticing something in the surroundings.
b. **Knowledge:** This status value is used when the character's knowledge is required. Knowledge is also used when it comes to surviving in the wilderness. Which mushrooms can you eat, how to build a trap, etc.
c. **Charisma:** This status value is used to talk and negotiate with other people.
d. **Action:** This status value indicates how many actions the character can perform in a fight.
e. **Reaction:** This status value indicates how many reactions the character can perform in a fight.
f. **Regeneration:** This status value indicates how many health points the character regenerates during a rest (see chapter 7.1.3) or how many actions during a battle (see chapter 8.2.3).
g. **Range:** This status value indicates the character's attack range.
h. **Attack:** This status value indicates how well the character can fight and how high the chances are of hitting a target.
i. **Damage:** This status value indicates how many hit points (HP) an enemy loses when the character's attack hits.
j. **Dodge:** This status value indicates how difficult it is for an enemy to wound the character in battle. This value also indicates how well the character can dodge sudden events.
k. **Armor:** This value indicates how much damage from an attack is blocked.
l. **Constitution:** The constitution represents the number of health points the character has (see chapter 4.7.7) and also the maximum weight of items they can carry (see chapter 7.2.3).

Items, Status Upgrades and Conditions are also placed to the right below the Character Card.
6. Titles & Skills: All titles and skills received are placed above the Character Card.
7. Alignment: One of the two Alignment Cards is placed to the left below the Character Card and shows the character's alignment and morale.
8. Quests: The main quests (📜) and quests from the notice board (📌) are placed below the Character Card. You can have any number of active main quests, but only a maximum of 2 quests from the notice board.
9. Background Story: The character's background story and motivation can be found here.

4.2 Alignment Cards

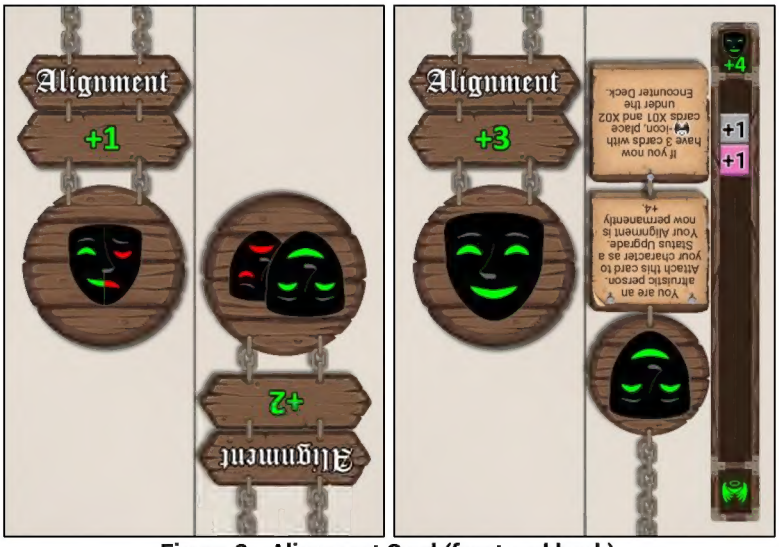


Figure 2 - Alignment Card (front and back)

There are two Alignment Cards in the game. One with green numbers (from +1 to +4), which represents a morally good and selfless person, and one with red numbers (from -1 and -4), which represents a morally bad and selfish person. Thus, the Alignment can be between a value of +4 and -4, but the value 0 does not exist. Depending on how your character acts during the course of a game, the value increases or decreases (see chapter 5.5). Also, the inhabitants of the world react to the character's current Alignment. Of course, a good or even selfless person is seen more favorably than a selfish or even evil one, but sometimes nice words won't get you anywhere.

The value of the current Alignment is displayed by sliding the Alignment Card under the left side of the Character Card.

Figure 3 - Martha with an Alignment of -3

In Figure 3 you see the character Martha, who has an alignment of -3. So, she has not necessarily been a nice person in the game so far.

4.3 Money Cards

The four money cards are used to indicate the character's current wealth. Each of the cards has a printed front and back with two amounts of money on each.

To show the current amount of money a character possesses, the cards are placed accordingly under the Storage Card (see chapter 4.7.4) so that the collected sum is visible. Use the four cards to represent all money values between 0 and 150 thalers. If the character has no money, then the 0 thaler Money Card is placed under the Storage Card. This is important for saving the game (see chapter 10).

Figure 4 - Money Card (front and back)

4.4 Encounter Cards

The Encounter Cards are the heart of this game. They are multi-purpose cards and are used for many parts of the game. They serve as dice, represent the character's items, indicate the value of goods at the merchants, determine the random encounters of the journey, are the goods in the Storage Card, and represent time in the game. During most time of the game, you hold this deck in your hand and interact with it.
There are four types of Encounter Cards, which are described in the following chapters.

4.4.1 B-Encounter Cards

A B05 Dorf
1-4 | Die Wurst: Eine fröhlich gelaunte Bratwurst kommt dir auf der Straße entgegengelaufen.
Wenn du sie dir nehmen willst: Die Wurst wehrt sich, aber du stopfst sie in deine Tasche. Erhalte 1 und 1 (-1).
5-6 | Kranker Schmied: Du siehst ein 'Heute geschlossen' Schild an der Tür. Den Schmied kannst du in der nächsten Landschaftsbegegnung nicht besuchen.
7-9 | Schlechter Ruf: Die Dorfwache überprüft dich. Wie ist deine Gesinnung?
(-2): Nimm die Karte Y020 und handle sie ab.
Ansonsten: Sie haben dich wohl verwechselt.
10+ | Musik: Du hörst einem Straßenmusiker zu und versuchst, den Kopf etwas freizubekommen.
Besuche anschließend einen der folgenden Orte:
Wirtshaus: Nichts geht über einen Krug Met, eine warme Mahlzeit und die neuesten Gerüchte.
Bezahle 2 und heile dich vollständig.
Bezahle 5 und handle 1 -Karte ab.
Bauernhof: Die lokalen Bauern brauchen immer eine helfende Hand. Lege 6 Begegnungskarten ab und erhalte 3 oder 1 .
Schmied: Mal schauen, was er im Angebot hat.
Repariere .
Ziehe 3 Gegenstände für die Auslage. Kaufe anschließend Gegenstände aus der Auslage oder verkaufe deine eigenen Gegenstände.
Bogen
Grimm
A
World

Figure 5 - Encounter Card (front and back)

1. Card Number: Here you will find the card number [Bxx], the Landscape Identifier [letter] (see chapter 7.1.2.1) and the name of the landscape.
2. Fate Number: The fate number is used as the roll of a 6-sided dice for checks. The top card of the Encounter Deck is drawn, and this number is checked. It is used to determine random encounters (see chapter 7.1.2.1), for checks (see chapter 5.4) or in combat (see chapter 8). The values 3-6 are again highlighted in a specific color and thus indicate critical hits in combat. For example, each character makes a critical hit on a 6, which is indicated on the Character Card to the left of the picture by the blue 6.
3. Random Encounters: Random Encounters are random events that the character can experience during their journey. These can have positive or negative effects.
4. Landscape Encounters: Some Encounter Cards have Landscape Encounters below the Random Encounters, separated by a line. These are resolved after the Location Encounters, and they are optional.
5. Item: The items are shown here. They have a name, a rarity (▲/♦/★), production costs, a purchase () and sale price (), status values, a weight () and it is indicated whether it is a melee () or ranged () weapon, including its attack rate.
6. Market Prices: If you visit a merchant town (), you place the topmost Encounter Card under the corresponding Region Card and thus determine the current buying and selling price of the goods offered there. The prices are redefined in each chapter (see chapter 9.1.2).
7. Goods: The 4 types of goods in the game (Provisions , Wood , Ore and Magical Essence) are shown here. Whenever the character receives a good, the top card of the Encounter Deck is drawn and placed under the Storage Card (see chapter 4.7.4), rotated accordingly.
8. Landscape Identifier: The letter is the Landscape Identifier of the card.

4.4.2 X-Encounter Card

The difference between the B-Encounter Cards and the X-Encounter Cards is that the X-Encounter Cards are sorted into their own deck at the beginning of the game and are not in play. Various encounters and events can lead you to place certain X-Encounter Cards under the Encounter Deck (see chapter 5.1).
The X-Encounter Cards can be recognized by the fact that the writing is black instead of white.

Figure 6 - Difference between B- and X-Encounter Card

4.4.3 'Time Passes'-Encounter Card

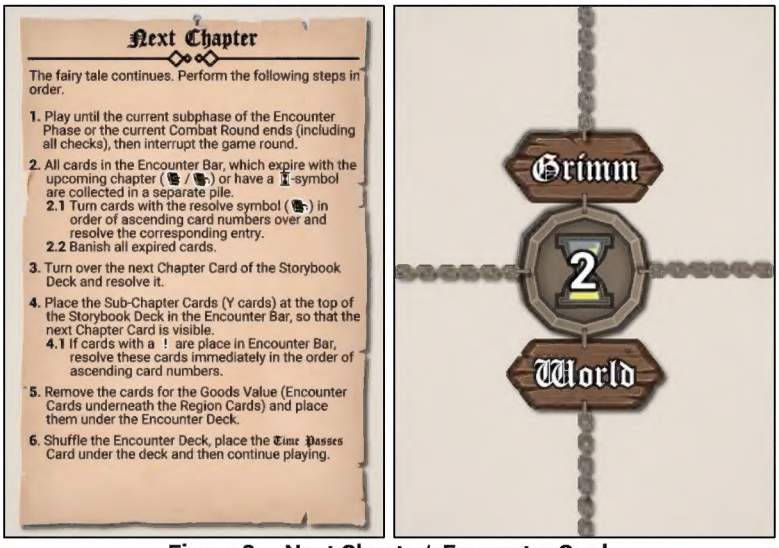
This is a special card, which is only used in the base game of Grimm World. Time in the game world always progresses once the Encounter Deck (see chapter 5.1) is played through. After each play through the next chapter (see chapter 9.1) begins. Since there are only 30 instead of 60 B-Encounter Cards, the game would be over too quickly, therefore this card exists. During the game setup (see chapter 6.1) this card is placed under the Encounter Deck. It is played until this card appears and then the 'Next Chapter'-Encounter Card (see chapter 4.4.4) is placed under the Encounter Deck and this card is removed. Thus, you play through the Encounter Deck twice before the next chapter begins. More details about this card are described in Chapter 9.

Time Passes
The fairy tale continues. Perform the following steps in order.
1. Play until the current subphase of the Encounter Phase or the current Combat Round ends (including all checks) and then interrupt the game round.
2. Shuffle the Encounter Deck, place the Next Chapter Card under the deck and then continue playing.
Grimm
1
World

Figure 7 - ‚Time Passes'-Encounter Card

4.4.4 ‘Next Chapter’-Encounter Card

This card alternates with the 'Time Passes'-Encounter Card, because one of both cards is always in the Encounter Deck (see chapter 5.1.1). Whenever the 'Next Chapter'-Encounter Card is drawn, the current chapter ends, and the next chapter of the game begins. The card lists all necessary steps you must make to begin the next chapter. The individual steps are explained in detail in Chapter 9.


Next Chapter
The fairy tale continues. Perform the following steps in order.
1. Play until the current subphase of the Encounter Phase or the current Combat Round ends (including all checks), then interrupt the game round.
2. All cards in the Encounter Bar, which expire with the upcoming chapter (/) or have a -symbol are collected in a separate pile.
2.1 Turn cards with the resolve symbol ( ) in order of ascending card numbers over and resolve the corresponding entry.
2.2 Banish all expired cards.
3. Turn over the next Chapter Card of the Storybook Deck and resolve it.
4. Place the Sub-Chapter Cards (Y cards) at the top of the Storybook Deck in the Encounter Bar, so that the next Chapter Card is visible.
4.1 If cards with a ! are place in Encounter Bar, resolve these cards immediately in the order of ascending card numbers.
5. Remove the cards for the Goods Value (Encounter Cards underneath the Region Cards) and place them under the Encounter Deck.
6. Shuffle the Encounter Deck, place the Time Passes Card under the deck and then continue playing.
Grimm
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World

Figure 8 - ‚Next Chapter'-Encounter Card

4.5 Region Cards

The Region Cards represent the regions of the country.

Figure 9 - Region Card (front and back)

1. The compass shows the ID of the Region Card in the center, which is also shown on the back of the card. It also shows the IDs of the neighboring regions (to the east of region 1 is region 2).
2. The Event Number consists of 3 numbers, each representing a potential event in this region. When a new Region Card should be placed, then always place the card with the lowest number still available.
3. When a Region Card is placed, all Y-Cards listed here in this box are placed into the Encounter Bar (see chapter 5.2). If Region Card 1 (111) is placed, then cards Y110 to Y118 are placed in the Encounter Bar.
4. This is the goods price list of the local merchant guild. If the character goes to the merchants (🏠) of this region and there are no prices yet, the topmost Encounter Card is drawn and placed under the Region Card. This determines the prices for buying and selling goods.
5. Each location is marked by a square, given a name and connected to at least one other location by a dotted line. These lines indicate where the character can move from this location during the Travel Phase.

a. The Landscape Identifier is given in round brackets. It indicates the landscape type(s) of the location and thus determines what kind of encounters the character has when traveling to this location. The following list shows which type of landscape each letter stands for.

A: Village
B: Village/Town
C: Town/Castle
D: Castle
E: Forest
F: Meadow
G: Mountain
H: Merchants
I : Ruins
J: Wetlands
K: Caves

Figure 10 - Landscape types based on their identifier

b. The location number is given in square brackets. It assigns a unique number to each location and some cards on the Encounter Bar, or some encounters make direct reference to this number.
c. These symbols mark villages, towns, and other places. Some cards on the Encounter Bar or some encounters refer to whether the character is in such a location.

4.6 Storybook Cards

The Storybook Cards consist of a Book Cover Card, 14 Chapter Cards (chapter 1 to chapter 14), an Epilogue Card and a Book Back Side Card. The Book Cover Card contains the introduction to the game and the 14 Chapter Cards, and the Epilogue Card contain some atmospheric text about the world as well as a few instructions that the player must follow as soon as the chapter begins. The Book Back Side Card is thematic only and has no significance in the game.

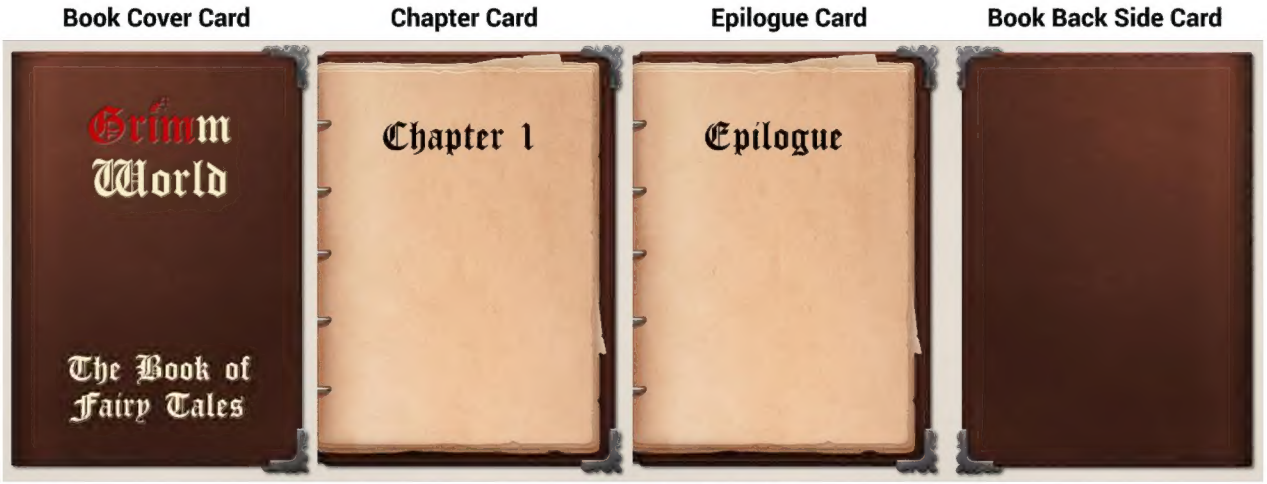

Figure 11 - Storybook Cards

These cards are used to compile the Storybook Deck (see chapter 6.1), which defines the course of the game and the time in the game world.

4.7 Lost Pages Cards (Y-Cards)

The Lost Pages Cards are very diverse cards that are used for various things in the game. They have a Y as the card number for identification and are numbered from Y001 to Y999. Some card numbers exist more than once, and some are missing.

There are different types of Lost Pages Cards, most of which are explained in more detail in the following chapters. Some are not explained here due to surprises in the game and the story, but these are self-explanatory in the game.

4.7.1 Instant Encounters

Instant encounters have a question mark on the back. If the player is asked to take a specific Y card and resolve it, the card with the corresponding card number is selected from the Lost Pages Deck, turned over and read through.

Figure 12 - Instant Encounter of the Lost Pages Deck

Everything the player has to do or what the character experiences is listed on this card. The card is then returned to the deck unless it explicitly states that the card is to be placed or banished.

4.7.2 Location Encounters

Location Encounters have a Location Number or symbol on the back, as well as an optional chapter indicating when they are laid out and/or discarded. It can also be an hourglass, which means that they are discarded at the next chapter change (see chapter 9.1.2).

Normally, the player is instructed to place these cards in the Encounter Bar (see chapter 5.2). However, there are also special cases in which the player is instructed to resolve these cards first and then place them in the Encounter Bar or place them in a specific chapter of the Storybook Deck. The white book symbol (📖) indicates under which Chapter Card the card is placed. The black book symbol (📕) indicates the chapter from which the card is banned and removed from the game. If a curved arrow is shown next to the black book symbol (📕), the Y-Card is first turned over and the corresponding entry on the front is resolved before the card is banished. An hourglass (⌛) indicates that this card is banished at the start of the next chapter, i.e. this card is only active for one chapter. A card without such a book symbol remains in the Encounter Bar until it is resolved. However, all of this is described in detail on the 'Next Chapter'-Encounter Card (see section 4.4.4) when changing chapters.

Figure 13 - Location Encounters of the Lost Pages Deck

4.7.3 Conflict Cards

The Conflict Cards have two crossed swords as a symbol. When a player is instructed to draw such a card, a combat is triggered in most cases. The game then moves away from the Region Cards and focuses on the battlefield, which is made up of Terrain Cards (see chapter 4.8). Combat is described in chapter 8.

Figure 14 - Conflict Card of the Lost Pages Deck

4.7.4 Storage Card

Storage Cards are also part of the Lost Pages Deck and represent bags in which the character can store his items, goods and thalers. The card is also required to save the game state (see Chapter 10). A character receives a carry card at the start of the game during setup and can acquire even better bags during the course of the game.

1. Storage Capacity: No more goods, (whole or broken) items and thalers ( ) can be packed into the bag than indicated here. If the player receives more than the storage capacity allows, the excess goods, items or thalers be discarded.
2. Broken Items: Broken items are placed above the Storage Card. If the item is repaired by a blacksmith (see chapter 7.1.2.3.1.3), it is either equipped directly or placed on the right-hand side of the Storage Card.
3. Thalers & Items: The (whole) items that the character owns and has not currently equipped are placed under the right-hand side of the Storage Card. The Money Cards are also placed here and show the current possession.
4. Goods: Goods owned by the character are placed on the left and below the Storage Card. Provisions and magical essence are placed under the left side and wood and ore under the bottom side.

Figure 15 - Storage Card

Figure 16 shows a Storage Card containing four goods (1 provision, 2 wood and 1 ore). A maximum of one more good can be stored in it. A whole bow and a broken shield are also stowed in it, so no further items may be taken. If the character receives another item and wants to keep it, he must first remove an item in his possession. The character also has 24 thalers.

Figure 16 - Storage Card with goods, items and thalers

4.7.5 Status Upgrade

During the course of the game, the character can receive Status Upgrades through various encounters. Status Upgrades are Lost Pages Cards that have a status bar on the side. When a player receives such a card, they slide the Status Upgrade under the right-hand side of the Character Card so that the upgrades to the status values are visible.

Y070 The Feet Hurt
1+
1+
You have never walked as far in your life as you have in the last few weeks. You notice how your journey has a positive effect on your health and stamina
•Attach this card permanently to your character as a Status Upgrade.
•Take card Y071 and resolve it.

Figure 17 - Card with Status Upgrade

4.7.5.1 Colors of the Status Values

During the course of the game, the character can develop, train and also find and equip items. If this is the case, cards are placed under the Character Card to indicate the change in status values. The status values can have three different colors, each of which has a different meaning. These are explained below.

- **Black Numbers:** Black numbers indicate the direct value. If you have added other items and Status Upgrades, all black numbers are added together. The summed value always counts for checks or in combat.

- **White Numbers:** White numbers are not added up and always stand alone. The range and damage of weapons are white numbers. If a character is equipped with several one-handed weapons, he must always choose one weapon with its range and damage for an attack.
- **Red Numbers:** Red numbers are subtracted from the black numbers of the same status value. This is the case with armor that reduces the character's dodge value, as it makes them less agile, but increases the armor value (see chapter 7.2.5.2). Or the weight of items, which is offset against the character's constitution (see chapter 7.2.3).

Figure 18 - Character Card with Status Upgrad and items

In Figure 18, Martha is equipped with various Status Upgrades and items. The status value action has now a value of 4, as black stats add up. The same applies to reaction (2), regeneration (5) and constitution (7).
As Martha has a constitution of 7, she can be equipped with items weighing up to 7. Her equipment currently weighs 7, so she cannot be equipped with more items.
Damage and range do not add up. When attacking, the player must choose whether Martha attacks with her fists (range 1 and damage 1) or with her spear (range 1 and damage 2). Combat skill is increased to 1 regardless of what Martha attacks with.
The Dodge value remains 4, as the shield and chain armor cancel each other out. The base value of 4 is improved by +2 by the shield worn (see chapter 7.2.5.3) but worsened by -2 by the armor worn. In return, the armor automatically blocks part of the damage (see chapter 7.2.5.2).

4.7.6 Quest Cards (Q-Cards)

In villages, towns and castles, quests can be accepted on the notice board (see chapter 7.1.2.3.2.1). This allows the character to earn money with a wide variety of activities. Active quests are placed under the Character Card so that the quest can be read.

Title & Skills
Martha
The Barmaid
Alignment
Good Listener
You pay 3 less to resolve a rumor card ( ).
Lunge
2
+2
Quests and 2 Quests
Wood Delivery
Bring four woods to Stillwater Lake to build a tavern.
• If you are in [36] and have 4 , take card Y510 and resolve it.

Figure 19 - Character with active quest

Quests are available in three levels, from easy to hard. These are assembled into a Quest Deck in a specific order when the game is set up (see chapter 6.2.1). The player must first pass the easy quests before he can accept medium or difficult quests.

Figure 20 - Different levels of Quest Cards

4.7.7 Action Cards

An Action Card is a card that depicts combat and check actions and is added to the player's hand. At the start of the game, the player receives 4 Action Cards into their hand (see chapter 6.2). To do this, they turn the cards upside down. As the game progresses, the player can receive further Action Cards through encounters or during training (see chapter 7.1.2.3.3.2).

Figure 21 - Action Cards

Action Cards allow the character to perform actions and reactions during a combat, including moving and attacking (see chapter 8.2.1.1). During checks, they can be used to improve your own status values (see chapter 5.4). Each of these cards also counts as a life point, i.e. if the character receives damage, an Action Card is placed under the Damage Card (see chapters 4.7.9 and 5.3).
The character only ever has as many Action Cards as his constitution value indicates. If the character receives an additional Action Card, it must always replace an existing one. However, this is always described in detail on the corresponding card.

4.7.8 Enemy Cards

Enemy Cards represent the possible enemies that the character may encounter during the course of the game.

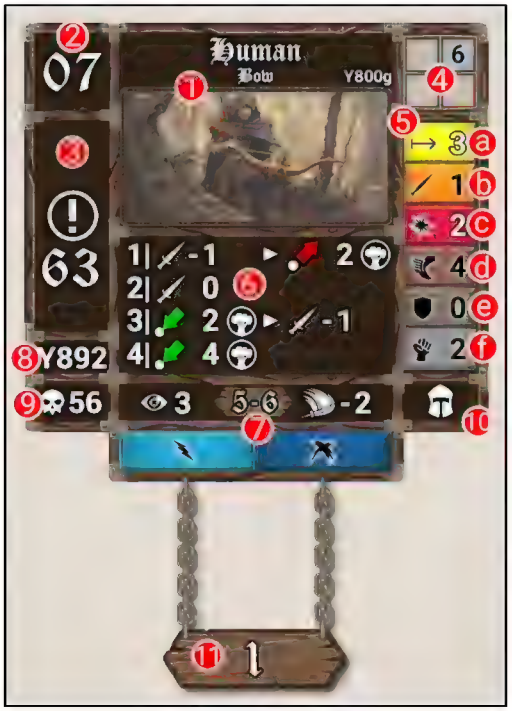

Figure 22 - Enemy Card

1. Enemy: This is the name, weapon, card number and picture of the enemy.
2. Enemy Number: On the Conflict Card, this number indicates which enemy is placed where when setting up the battlefield.
3. Initiative: The enemies always act in ascending initiative.
4. Skills: These are the enemy's skills.
5. Status Values: a. Range; **b.** Attack; **c.** Damage; **d.** Dodge; **e.** Armor; **f.** Constitution
The constitution indicates the enemy's hit points (). The Hit Point Card (see chapter 8.1.2.2) is turned to the constitution value () at the start of the combat.
6. Action List: The list defines how the enemy acts in the Enemy Phase.
7. Reaction: The reaction specifies when and how the enemy reacts to the characters actions. After the trigger is executed, the Hit Point Card is moved from to to indicate that the enemy has reacted.

8. Additional Rules: If the enemy has some special skills or abilities, then the corresponding card with the additional rules is referred to here.
9. Combat Value: This value is used in the Adventure Mode and indicates how dangerous an enemy is. The Adventure Mode will be introduced at a later date and is not yet available in the base game.
10. Enemy Type: The type indicates whether the enemy is a human (), an animal () or a creature ().
11. Reaction Value: The Reaction Value is used to check whether another enemy reacts to the character's actions (see chapter 8.2.1.2).

4.7.9 Damage Card

The Damage Card is used to place the Action Cards discarded as damage (see chapter 5.3) underneath it (see chapter 4.7.7). This helps the player not to confuse the Action Cards played with those discarded as damage. The Action Cards played can be returned to the hand at the end of the combat round (see chapter 8.2.3), whereas the cards discarded as damage must be healed first (see chapter 7.1.3).

Damage
Y010
♦If all Action Cards are under the Damage Card during Exploration, lose 1 chapter (Y030) and heal yourself completely.
♦If all Action Cards are under the Damage Card during a Combat, resolve the corresponding entry on the Conflict Card.

Figure 23 - Damage Card

If all of the player's Action Cards are under the Damage Card, the text on the Damage Card is resolved.

4.7.10 ‚Banned Cards'-Card

If the player is asked to banish a card during the game, this card is placed under the 'Banned Cards'-Card and may not return to the game under any circumstances (see chapters 7.3.3 and 7.3.4).

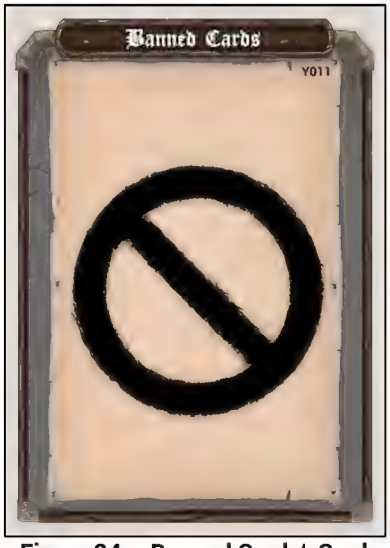

Figure 24 - ‚Banned Cards'-Card

4.7.11 Save Cards

These cards are used when saving the game. There are two types of cards that are relevant for saving and are briefly explained in the following sub-chapters. Chapter 10 describes their exact use.

4.7.11.1 Save Card - Location

The Save Card Location is used to save the location of the character at the time of saving. Each Region Card has up to 8 locations. The player can use the two Save Cards to save whether the character is in location 1-4 or location 5-8 (see chapter 10).

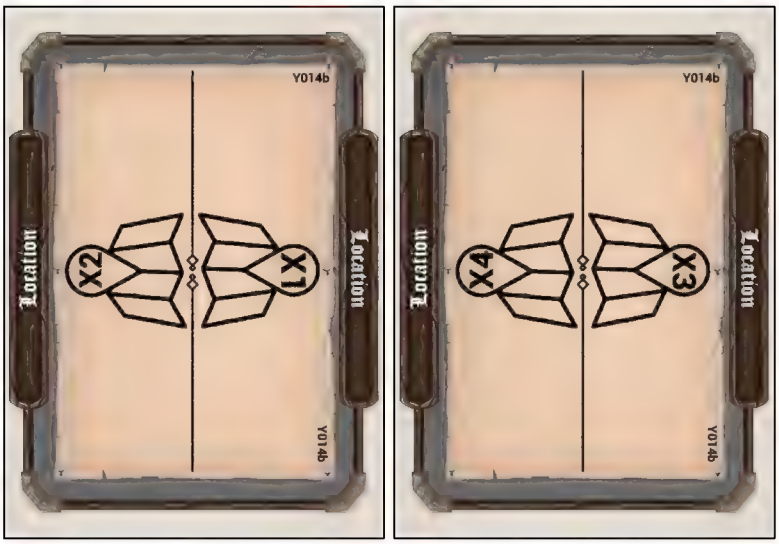

Figure 25 - Save Card Location (front and back)

4.7.11.2 Save Card - Other Cards

The Save Card Other Cards serves as a separation between the sorted cards and the remaining cards, which do not have to be stored in a specific order.

Figure 26 - Save Card Other Cards

4.8 Terrain Cards

Terrain Cards are used to represent the battlefield during combat. For this purpose, the Terrain Cards are laid out to form a battlefield based on the description of a Conflict Card (see chapter 4.7.3).

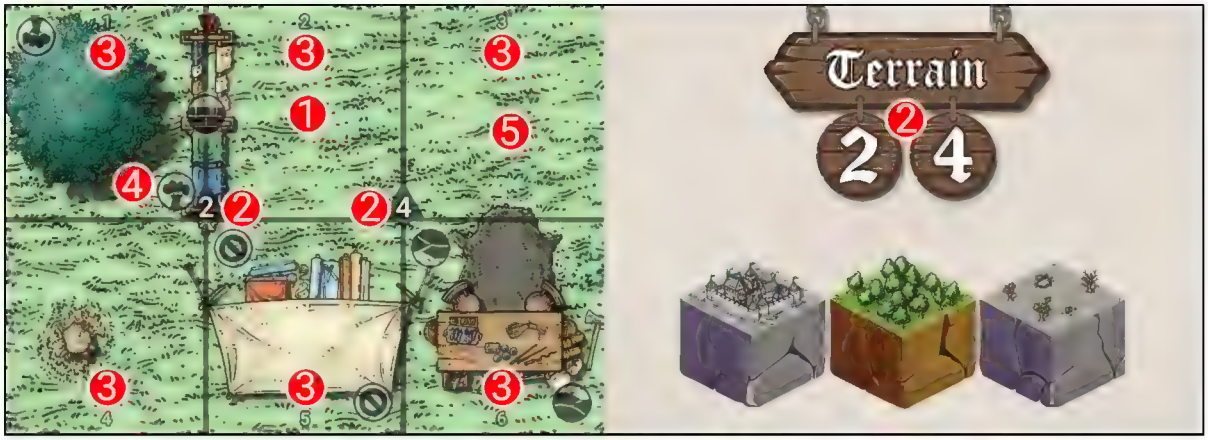

Figure 27 - Terrain Card

1. Spaces: Each Terrain Card consists of 6 spaces (3x2).
2. Card Number: In the center are two triangles indicating the number of the card. This number can also be found on the back of the card. The triangles also indicate the orientation of the card, which is important for setting up the battlefield. The Terrain Card is always laid out so that either the tip of the triangles points upwards or downwards.
3. Space Number: Each of the 6 spaces has a number from 1 to 6 on the outer edge. This number, in combination with the card number, allows each square of the battlefield to be uniquely named. This is used when setting up the battle to indicate where the character and enemies are placed (see chapter 8.1.2.2).
Example: On the card on page 3, 24/1 would be the square at the top left with the tree.
4. Terrain Types: The round symbols indicate the different terrain types in the game and can appear either in the spaces or on the dividing lines between them. They restrict the movement and/or line of sight of the character and the enemies (see chapter 8.3.2).

4.9 Hit Point Cards

Hit Point Cards are used to display the enemy's hit points. The Hit Point Card is placed on the Enemy Card so that it covers the bottom half. At the same time, it is rotated so that the current number of hit points can be read (see Figure 80). The color of the Hit Point Card (yellow, turquoise, black and pink) matches the color of the figure on the battlefield if you are playing with figures and not with markers. This makes it easy to assign the Enemy Card to the enemy on the battlefield (see chapter 8.1.2.2).

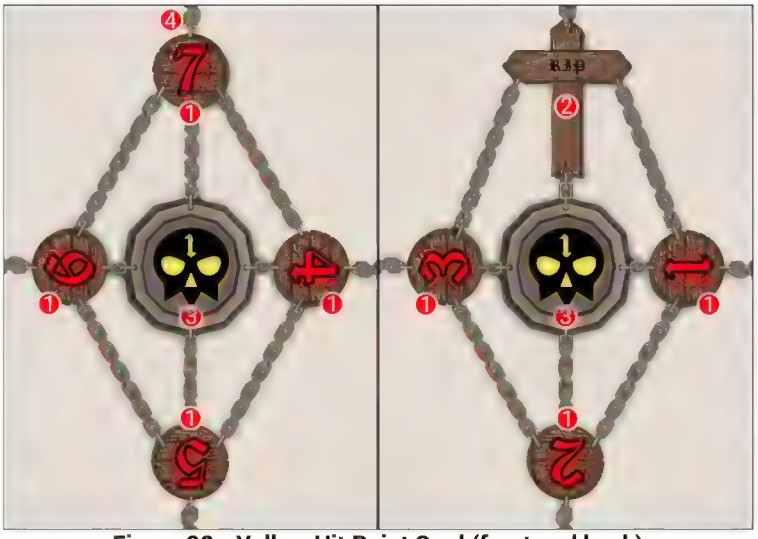

Figure 28 - Yellow Hit Point Card (front and back)

1. The card has a hit point value on all 4 edges on both sides. This ranges from 7 (hit points) to 1 (hit points).
2. The cross indicates when an enemy has no more hit points and is therefore defeated.
3. All 4 Hit Point Cards have different colors (yellow, pink, turquoise and black). Each card color corresponds to a colored figure. If the yellow Hit Point Card is on an Enemy Card, the player knows that this enemy is the yellow figure on the battlefield (see Figure 82).
4. This is the reaction chain. This shows whether the enemy has already carried out his reaction (✖) or can still react (✔) (see Chapter 8.2.1.2.2).

5 The Most Important Terms in the Game

In this chapter a few terms are explained that are mentioned several times in the course of the following chapters.

5.1 Encounter Deck

The Encounter Deck is assembled during the game setup from the B-Encounter Cards and the 'Time Passes'-Encounter Card. During the course of the game, B-Encounter Cards may be removed, or X-Encounter Cards may be added to the Encounter Deck. The Encounter Deck is used to determine a Fate Number, to determine the prices of goods at the merchant, to display the items at the blacksmith, resolve random encounters, to carry out checks and to display the goods in the game. There is no discard pile for resolved Encounter Cards; the used cards are always placed directly under the Encounter Deck. A chapter in the game always ends when the deck has been played through twice. As the cards are always placed under the deck, the player never knows when the deck has been played through and the next chapter begins (see Chapter 9.1).

5.1.1 Fate Number

Whenever a Fate Number is mentioned, it is always a number from 1 to 6. The Fate Number can be found at the top right of the Encounter Card. To determine a Fate Number, the player always draws the top card from the Encounter Deck and checks its number. The card is then normally placed back under the Encounter Deck.

5.2 Encounter Bar

The Encounter Bar is created at the start of the game when the Region Card is revealed. The Encounter Bar indicates the locations in the game world where something is currently happening and if the character is at such a location during the Location Encounter Phase (see chapter 7.1.2.2), the corresponding card is resolved. To do this, the appropriate card is taken from the bar and put back

there after the encounter has been resolved, unless otherwise noted on the card. Other encounters or a change of chapter can lead to further cards being added to or removed from the Encounter Bar.

Figure 29 - Encounter Bar after the game setup

If a card is ever placed in the Encounter Bar that lists a chapter next to the black book symbol (or) that is currently active or already over, the card is immediately banished and not placed in the Encounter Bar. If the card has the book symbol with the curved arrow ( ), the card is turned over immediately and the corresponding entry on the front is resolved before the card is banished.

5.3 Damage

Encounters can result in the character receiving damage. The notation here is usually Receive X ' or 'Lose X ', where X stands for the amount of damage and for damage or for direct damage. In the case of damage, the armor value ( ) can reduce this accordingly. In the case of direct damage, the character always takes the full damage, and this is not reduced by the armor value. For each point of damage a character receives, the player must place an Action Card (see chapter 4.7.7) from their hand under the Damage Card (see chapter 4.7.9). This damage can be healed during the Rest Phase (see chapter 7.1.3)

5.3.1 Lose a Chapter

If the player has to place their last Action Card from their hand under the Damage Card, they lose a chapter (see chapter 9.2.2).

5.3.2 Spend a Chapter

In some circumstances, the character may stay in a place for a longer period of time, for example because he has been imprisoned or has been helping farmers with the harvest for a longer period of time, in which case the player will ask to spend a chapter (see Chapter 9.3).

5.4 Checks

During his character's journey, the player must often carry out checks. There are checks with and without a target value. If there is a target value, it is always specified with the following notation: (X+). The result of the check must be ≥ X. If there is no target value, the result must be as high as possible. A check always indicates which of the character's status values is checked.
A check is always divided into 4 steps, which are explained below:

1. Determination of the attribute value:
A check is always performed against an attribute of the character. The character's attribute value must be determined first.
+X: Black numbers of an attribute are always added up.
X: White numbers of an attribute always stand alone. Here you normally take the highest value for a check or the one used.
-X: Red numbers of an attribute are subtracted from black or white numbers.

2. Playing of Action Cards:
After determining the attribute value of the character, you can increase it by playing Action Cards with the appropriate attribute value. The bonus is indicated in the gray box and the cards are then discarded as damage under the Damage Card. This represents the character's great effort to pass the check.
3. Drawing a Fate Number:
Now turn over the top Encounter Card and add the Fate Number to the attribute value. The result is then compared with the target value. If the result is ≥ the target value, then the check was a success, otherwise a failure.

4. Resolve the Result
The corresponding entry is then resolved.

- **Success:** If your check is successful, resolve this entry.
- **Failure:** If your check has failed, resolve this entry.

If there is no target value, the entry that matches the result value is resolved.

Figure 30 - Martha with Status Upgrades

Figure 30 shows Martha with two Status Upgrades. She is walking along a mountain path when she hears a rumbling above her. She comes across the following encounter:

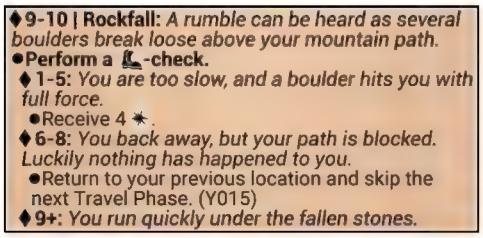
♦9-10 | Rockfall: A rumble can be heard as several boulders break loose above your mountain path.
●Perform a -check.
♦1-5: You are too slow, and a boulder hits you with full force.
●Receive 4 .
♦6-8: You back away, but your path is blocked. Luckily nothing has happened to you.
●Return to your previous location and skip the next Travel Phase. (Y015)
♦9+: You run quickly under the fallen stones.

Figure 31 - Rockfall Encounter

Martha has to do a check on her action value. There is no target value for this check, she just has to achieve as high a value as possible. Her action value is 4 and if she draws a 1 as Fate Number, she will receive 4 damage. However, before you draw an Encounter Card to determine the Fate Number, you can still play Action Cards.

Figure 32 - Action Card with star symbol

To be on the safe side, you play the Action Card from Figure 32 with a star symbol. With a star symbol, the check skill on the Character Card is used. Martha has the skill to increase her knowledge value, action value or dodge value by +1. You choose to increase her action value for this check.

Martha has now an action value of 5 for this check. Now the top Encounter Card is drawn, and the Fate Number is 1. Martha therefore has a 6 and narrowly escapes the 4 damage but must return to the previously visited location (see chapter 7.3.13) and skips the next travel phase.

5.5 Alignment

Encounters can also proceed differently depending on the character's Alignment. The spectrum of Alignment (see Figure 34) ranges from +4 to -4, whereby 0 does not exist. If the character's Alignment is queried, the system always checks whether the character has at least the requested Alignment value or a better value (in the respective Alignment extreme).

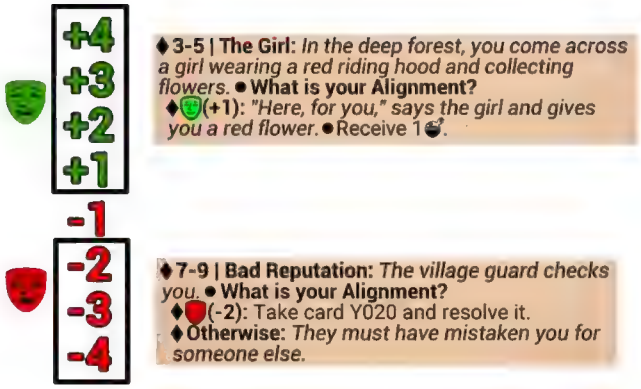
+4
+3
+2
+1
-1
-2
-3
-4
♦3-5 | The Girl: In the deep forest, you come across a girl wearing a red riding hood and collecting flowers. ● What is your Alignment?
♦(+1): "Here, for you," says the girl and gives you a red flower. ● Receive 1.
♦7-9 | Bad Reputation: The village guard checks you. ● What is your Alignment?
♦(-2): Take card Y020 and resolve it.
♦Otherwise: They must have mistaken you for someone else.

Figure 33 - Alignment checks

Figure 33 shows two different encounters. The upper encounter checks whether the character is a good and selfless person. The test here is for the green +1, so the character must have an Alignment of +1 or better (i.e. +2, +3 or +4). Otherwise, the character will not receive a flower from the girl.
In the example below, a selfish character is kicked out of the town. This is indicated by the red -2. If the character has an Alignment of -2 or worse (i.e. -3 or -4), the player must draw the Y020 card and resolve it. However, he may enter the town with an Alignment of -1 or any positive value.

5.5.1 Receiving Alignment

The notation when a character changes their Alignment is always as follows: Receive X [](+Y) or Gain X [](-Y). X is the value of how much the Alignment changes. The smiling face () or the sad face () indicates the direction in which the Alignment changes.

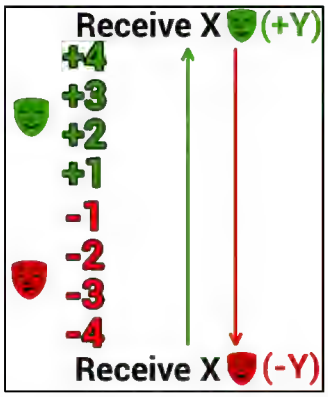

Figure 34 - Spectrum of Alignment

Y indicates the maximum Alignment value that can be achieved. This means that small deeds cannot raise or lower the Alignment above or below a certain value. No character can reach an Alignment of -4 by pickpocketing, for this he has to wipe out an entire town. Similarly, a character cannot achieve an Alignment of +4 by making a small donation; to do so, he must save someone's life.

6 The Game Setup and the Game

This chapter covers the game setup and the start of a new campaign. The two main phases of the game, exploration (see chapter 7) and combat (see chapter 8), are described in the following chapters.

6.1 Game Setup

To start a new game, the different types of cards must first be sorted and laid out:
1. Place the Character Cards, the 2 Alignment Cards and the 4 Money Cards as three piles at the edge of the playing area.
2. Sort the Encounter Cards by type (B-Encounter Cards and X-Encounter Cards) into two piles. Place the two Encounter Cards that have an hourglass on the back separately.
a. Shuffle the B-Encounter Deck and place the 'Time Passes'-Card (hourglass on the back) underneath the deck.
b. Sort the X-Encounter Cards according to their card number and place the deck face up on the edge of the playing area.
c. Leave the 'Next Chapter'-Card (also with an hourglass on the back) face up on the edge of the playing area.
3. Sort the Region Cards by the number of the region and then based on their three-digit Event Number. Place the deck on the edge of the board.
4. Sort the Terrain Cards by their card number and place the deck on the edge of the playing area. These cards are only used during a combat.
5. Place the 4 Hit Point Cards next to the Terrain Cards on the edge of the playing area. They are also only used during a combat.
6. Sort all Lost Pages Cards (Y-Cards) in ascending order of their number from Y001 to Y999. Please note that some numbers appear more than once, and some do not appear at all.
7. The Storybook Deck consists of 17 cards and is structured as follows:

a. The top card is the Book Cover Card.
b. This is followed by the 14 Chapter Cards (chapter 1 to chapter 14).
c. Below this is the Epilogue Card.
d. The bottom card is the back of the book.

Figure 35 - Exemplary structure of the Storybook Deck with only 2 of the 14 Chapter Cards.

6.2 Starting a New Campaign

Once the setup is complete, the game can begin. To do this, turn over the top card of the Storybook Deck and resolve it. The rest of the game setup is described in detail on the following cards.

If cards are to be placed in the Storybook Deck, the white book symbol (📖) indicates under which Chapter Card this card should be placed.

Three more decks are formed during this campaign start, which are only briefly mentioned here.

6.2.1 Quest Deck

The quest deck consists of several Quest Cards, which are sorted in ascending order from level 1 to level 3 quests (see chapter 4.7.6). These quests can then be accepted on notice boards in villages, towns and castles in the country by drawing the top 2 cards of the deck and accepting one of the quests (see chapter 7.1.2.3.2.1)

6.2.2 Enemy Deck

The Enemy Deck consists of a Deck Card (see Figure 36) and a set of Enemy Cards (see chapter 4.7.8). This deck represents all enemies that can currently appear in the game world. More enemies are added to the deck as the game progresses. Some encounters and also the reactions of enemies require the player to draw a random card from the Enemy Deck and check the Reaction Value of the drawn card.

Figure 36 - Deck Card of the Enemy Deck

6.2.3 Training Deck

The Training Deck consists of a Deck Card (see Figure 37) and, depending on the selected character, various training cards that can be used to train the character in the training halls of the Fighter's Guild (see chapter 7.1.2.3.3.2). This allows new Action Cards and new Status Upgrades to be gained.

Figure 37 - Deck Card of the Training Deck

6.3 Goal of the Game

The game is played over a number of rounds until the player fulfills one of the character's life goals. These life goals are unknown and can be anything from discovering a foreign world to marrying a nobleman. New paths keep opening up until the last chapter, which is why the player has the chance to achieve one of the goals until the end of the book. Nevertheless, Grimm World is not necessarily about achieving the life goal, but rather about the journey and the development of your own character. Players should set themselves goals in the game, define their character's motivation and try to play them out to the end. Will that character make it or will he or she fail due to the adversities of this world?

7 The Exploration

The majority of the game consists of exploration. The character roams through the game world, completes quests, has encounters and trades goods. If the character becomes involved in a conflict, the game shifts from exploration to combat (see chapter 8).

7.1 Phases of the Exploration

The exploration consists of three main phases, with the Encounter Phase again divided into five subphases. These three main phases are repeated until the character reaches one of the game ends. The game will tell you whether you have won or lost the campaign.
The following phases exist and are handled in the following order:

1. Travel Phase
2. Encounter Phase
   - 2.1. Random Encounter
   - 2.2. Location Encounter
   - 2.3. Landscape Encounter
   - 2.4. Quest Encounter
   - 2.5. Trading
3. Rest Phase

The following chapters describe the individual phases of the exploration in detail.

7.1.1 Travel Phase

In the Travel Phase, you move your Player Marker across the Region Card(s) to decide where your character will travel next. To do this, you select a location that is directly connected to your character's current location via a path (dashed connecting lines) and move the Player Marker accordingly. You can also decide to stay at the current location. This can make sense if you want to repeat a certain Location Encounter or trigger a certain event.

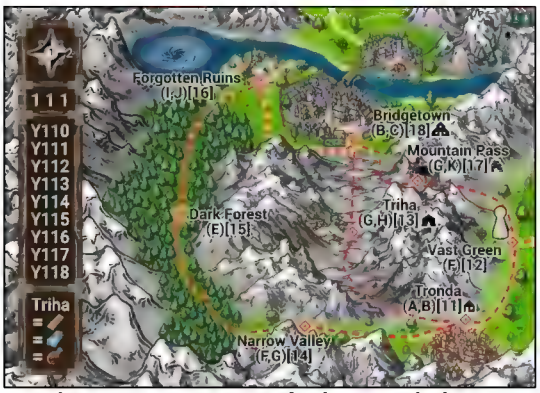

Figure 38 - Movement in the Travel Phase

In Figure 38, the character (gray player marker) is in Vast Green [12] and has 4 possible destinations for his character. He can either stay in Vast Green if he wants to explore the plain further. Otherwise, the Mountain Pass [17] in the north or Tronda [11] in the south are also available as destinations. The last option is a travel route to the east leading out of the Region Card. If the character wants to travel to the east, he reveals the Region Card indicated on the compass in the corresponding direction. This would be Region Card 2 in the example above.

Figure 39 - Compass of a Region Card

Figure 39 shows the compass of a Region Card. The Region Card number is indicated both on the back of the card and in the middle of the compass. In this example, the compass belongs to Region Card 1. The arrows on the compass indicate which Region Card you move to when you leave the current card. If you leave Region Card 1 in an easterly direction, you enter Region Card 2 by drawing Region Card 2 with the lowest Event Number (see chapter 4.5) and placing it to the right of Region Card 1. The character can then move to a location in region 2 that is connected to Vast Green.

7.1.2 Encounter Phase

The Encounter Phase is divided into five sub-phases, three of which are only carried out under certain conditions. The phases are described in detail in the following chapters.

7.1.2.1 Encounter Phase 1 – Random Encounter

The Random Encounter represents a random event on the character's journey. To do this, first turn over the top card of the Encounter Deck and place it on top of the current Chapter Card. This determines the Encounter Value, which has a value from 1 to 12. Here, the chapter card has a modifier from 0 to 6 and the Encounter Card has a Fate Number from 1 to 6.

Chapter 1
The Unknown World
There is a gentle breeze as you set off on your journey on this beautiful day. Many thoughts occupy your mind. Where will your journey take you? Who will you meet? What will you experience? This excitement gives you a pleasant tingle in your belly and the hunt of a smile can be seen on your face.
Banish the card Prologue
Play this card face up and permanently add 0 to your Encounter Value.
0
+
5
A B05 Village
1-4 | The Sausage: A cheerful sausage comes running towards you on the street
If you want to take it: The sausage resists, but you stuff it into your pocket
Receive 1 and 1 (-1)
5-6 | Sick Blacksmith: You see a 'Closed today' sign on the door
You cannot visit the Blacksmith in the next Landscape Encounter
7-9 | Bad Reputation: The village guard checks you
What is your Alignment?
(-2): Take card Y020 and resolve it
Otherwise: They must have mistaken you for someone else
10+ | Music: You listen to a street musician and try to clear your head
Then visit one of the following places:
Inn: Nothing beats a mug of mead, a hot meal, and the latest rumors
Remove 2 and heal yourself completely
Remove 5 and resolve 1 -card
Farm: The local farmers always need a helping hand
Discard 6 Encounter Cards and receive 3 or 1
Blacksmith: Let's see what he has on offer
Repair
Draw 3 items for the blacksmith's stock. Buy items from the stock and/or sell your own items
0+
Bow

Figure 40 - Encounter Value of 5

In Figure 40, the Chapter Card has an Encounter Value Modifier of 0 and the drawn Encounter Card has a Fate Number of 5, thus resulting in an Encounter Value of 5 (0+5).
When the Encounter Value is determined, Encounter Cards are discarded from the Encounter Deck until you have a card with the Landscape Identifier of your current location (see chapter 4.4) on top of the Encounter Deck. The Landscape Identifier is shown in the center of the back of the Encounter Cards (see Figure 41).

Figure 41 - Back of the Encounter Card with a Landscape Identifier of A

The Encounter Card with the matching Landscape Identifier is flipped over and then the encounter that matches the previously determined Encounter Value is resolved.
Let's assume that you move your character to the Mountain Pass (G,K)[17] in the Travel Phase. In the Random Encounter phase, you then generate an Encounter Value of 5 (see Figure 40). Now you discard cards from the Encounter Deck and places them underneath it, until you draw a card with the Landscape Identifier of G or K. You draw a card with the landscape identifier of G and turn it over (see Figure 42). Now the random encounter with the Encounter Value 5 is picked out and resolved. In the example below, this would be the encounter '3-5 | Miner'.

G B37 Mountain 1
♦1-2 | Sunshine: You walk along the mountain path and enjoy the wonderful view.
♦3-5 | Miner: "Hello stranger, I've had enough of working on this desolate mountain. Do you have any interest in a trade?"
●The stranger offers you his Pickaxe (this card) as an if you pay him 2 or 6
♦6-7 | Snowfall: Small snowflakes are falling from the sky. You pull your jacket close around you and watch them fall for a bit.
♦8-9 | The Hut: You find a lonely hut in the middle of the mountain. A cat, a rooster and a hen are sitting in front of it. No one else is there
♦If you want to look around and see if you can find anything interesting: You take everything from the hut ●Receive 3 , a Pickaxe (this card) as an and 1 (-2) ●What is your Alignment now?
♦ (-2): A millstone falls on you from above the door ●Perform a -check (6+).
: You are hit by the millstone.
●Receive 3
♦10 | Edelweiss: Perform a -check (6+).
: You find a rare flower among the rocks
●Receive 1 .
♦11+ | The Storm: An icy storm is coming. Find a shelter! ●Perform a -check (5+) to survive the storm.
: The cold and wet are getting to you.
●Receive 4 and skip the next Rest Phase
Pickaxe

Figure 42 - Random Encounter of 5

In the unlikely situation that, when the Encounter Cards are discarded, there is no card with the appropriate Landscape Identifier in the complete Encounter Deck, because all the appropriate cards are used as items and/or goods, then you may exchange a good with the appropriate Landscape Identifier for the top card of the Encounter Deck and then trade that card. Nevertheless, time passes in this case once the Encounter Deck has been played through (see chapter 9.1).

7.1.2.1.1 Resolve Encounter

There are many kinds of encounters on the Encounter Cards. In this chapter, the structure of these encounters will be explained, and a few examples will be discussed.
Let's take a closer look at the example in Figure 42. A diamond always symbolizes a possible option or result. These are always marked in bold. Italics are flavor texts, which tell the background and have no game technical relevance. A black dot is usually followed by a check, decision, query, or action. If text is indented, then this is the result of the preceding check, decision or query and may include further checks or queries.
Below are some encounters explained in detail. You simply follow the instructions on the card.

7.1.2.1.1.1 Encounter Example 1

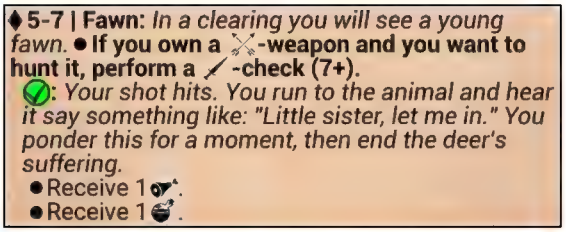
♦5-7 | Fawn: In a clearing you will see a young fawn. ● If you own a -weapon and you want to hunt it, perform a -check (7+).
: Your shot hits. You run to the animal and hear it say something like: "Little sister, let me in." You ponder this for a moment, then end the deer's suffering.
●Receive 1 .
●Receive 1 .

Figure 43 - Random Encounter Example 1

In Figure 43, there is the 'Fawn' encounter. In a short description text, the player learns that he sees a young fawn in the clearing. After the dot comes a query. The player is asked whether he has a ranged weapon ( ) and whether he wants to hunt. If he does not want to hunt, the encounter ends immediately. However, if he does want to hunt, he should perform an attack check against a value of 7+ (see chapter 5.4). If the player succeeded in this check, he reads the entry for success ( ). He would kill the animal and receive 1 provision ( ) and 1 magical essence ( ), i.e. he takes the top two Encounter Cards from the deck and places one with the provision side and the other with the magical essence side under his Storage Card (see chapter 7.3.10). The encounter then ends. If the check were to fail, nothing would happen as there is no symbol and no entry for a failure ( ).

7.1.2.1.1.2 Encounter Example 2

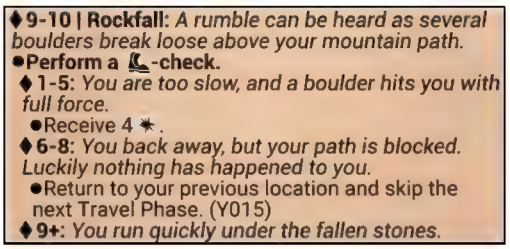
♦9-10 | Rockfall: A rumble can be heard as several boulders break loose above your mountain path.
●Perform a -check.
♦1-5: You are too slow, and a boulder hits you with full force.
●Receive 4 .
♦6-8: You back away, but your path is blocked. Luckily nothing has happened to you.
●Return to your previous location and skip the next Travel Phase. (Y015)
♦9+: You run quickly under the fallen stones.

Figure 44 - Random Encounter Example 2

In the encounter shown in Figure 44, the character tries to avoid some falling boulders. He is not asked whether he wants to perform the check, so he must perform it. Now the player must perform a check on the action value (see chapter 5.4). Depending

on the result of the check, a different result is read. If the result of the check is 1-5, the character receives 4 damage (see chapter 5.3). If the result is 6-8, nothing happens to him, but he must return to the previously visited location (see chapter 7.3.13) and cannot travel in the next round. With a result of 9 or higher, the character manages to run under the rockfall and can continue his journey.

7.1.2.1.1.3 Encounter Example 3

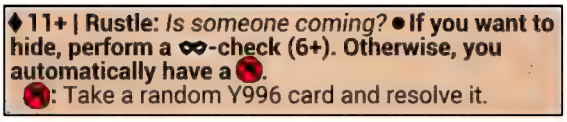
♦11+ | Rustle: Is someone coming? ● If you want to hide, perform a ∞-check (6+). Otherwise, you automatically have a .
: Take a random Y996 card and resolve it.

Figure 45 - Random Encounter Example 3

In the encounter shown in Figure 45, the character hears a rustling sound. He can now try to hide and must perform a dexterity check to do so, or he can deliberately stand still. If he stands still or fails the check, the player draws a random Y996 card from the Lost Pages Deck and resolves it.

7.1.2.1.1.4 Encounter Example 4

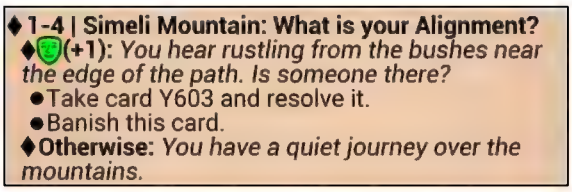
♦1-4 | Simeli Mountain: What is your Alignment?
♦(+1): You hear rustling from the bushes near the edge of the path. Is someone there?
● Take card Y603 and resolve it.
● Banish this card.
♦Otherwise: You have a quiet journey over the mountains.

Figure 46 - Random Encounter Example 4

In the encounter shown in Figure 46, there is no description text at the beginning; you are asked directly what the character's Alignment (see chapter 5.5) is. If the Alignment is +1 or better, you will hear a rustling sound and must then take the card Y603 and resolve with it. If the Alignment is -1 or worse, the character only has a quiet journey over the mountains.

7.1.2.2 Encounter Phase 2 - Location Encounter

In the Location Encounter phase, you check if there are cards in the Encounter Bar that matches the Location Number, symbol or Landscape Identifier of the character's current location. If there are several cards for the same location, the cards with the lowest card number are resolved first and then in ascending order (Y001 → Y999).
The player turns over the corresponding card and follows the instructions written on it. If the card is not banished at the end (see chapter 7.3.3), it is returned to the Encounter Bar and can be resolved again in a later encounter.
If you have to leave the location due to an event on one of the cards, the remaining cards of this location are no longer resolved, but the location encounters of the new location are. The landscape encounter (next phase) is then skipped completely, if you had to leave your current location.

In Figure 47, the character is currently in Triha [13]. There are three cards for Triha in the Encounter Bar: Y113 has a match with the Location Number, Y025 has a match with the symbol and Y433 has a match with the Landscape Identifier. The cards are now resolved with in ascending card number order, so first Y025, then Y113 and finally Y433.

Figure 47 - Order of Location Encounters

When all the matches have been resolved, this phase ends and the Landscape Encounter begins.

7.1.2.3 Encounter Phase 3 - Landscape Encounter

If the Encounter Card for the random encounter has a horizontal line, the Landscape Encounter takes place after the Location Encounter Phase. This Landscape Encounter is optional for the character and does not have to be carried out. On some cards, the player can choose between several Landscape Encounters. If there are several to choose from, only one may be carried out at a time.

A B05 Village 5
♦1-4 | The Sausage: A cheerful sausage comes running towards you on the street.
♦If you want to take it: The sausage resists, but you stuff it into your pocket.
●Receive 1 and 1 (-1).
♦5-6 | Sick Blacksmith: You see a 'Closed today' sign on the door
●You cannot visit the Blacksmith in the next Landscape Encounter
♦7-9 | Bad Reputation: The village guard checks you. ● What is your Alignment?
♦ (-2): Take card Y020 and resolve it.
♦Otherwise: They must have mistaken you for someone else.
♦10+ | Music: You listen to a street musician and try to clear your head.
Then visit one of the following places:
♦Inn: Nothing beats a mug of mead, a hot meal, and the latest rumors
●Remove 2 and heal yourself completely.
●Remove 5 and resolve 1 -card.
♦Farm: The local farmers always need a helping hand. ●Discard 6 Encounter Cards and receive 3 or 1
♦Blacksmith: Let's see what he has on offer.
●Repair
●Draw 3 items for the blacksmith's stock. Buy items from the stock and/or sell your own items
0+
Bow

Figure 48 - Encounter Card with Location Encounters

Finally, after the Random, Location and Landscape Encounters have been resolved, the Encounter Cards for the Encounter Value and for the Random Encounter are placed under the Encounter Deck.

All Landscape Encounters are explained in detail in the following sub-chapters.

7.1.2.3.1 Landscape Encounter of an Encounter Card A - Village

Each Village Encounter Card depicts three Landscape Encounters, one of which the character may perform.

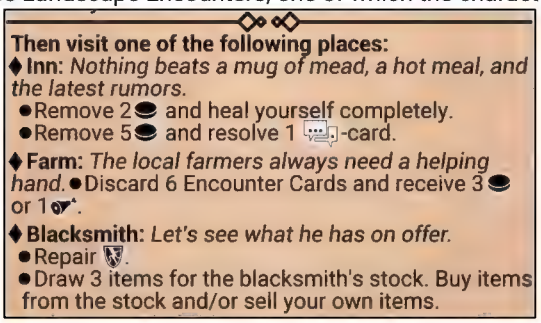
Then visit one of the following places:
♦Inn: Nothing beats a mug of mead, a hot meal, and the latest rumors.
●Remove 2 and heal yourself completely.
●Remove 5 and resolve 1 -card.
♦Farm: The local farmers always need a helping hand. ●Discard 6 Encounter Cards and receive 3 or 1.
♦Blacksmith: Let's see what he has on offer.
●Repair .
●Draw 3 items for the blacksmith's stock. Buy items from the stock and/or sell your own items.

Figure 49 - Location Encounter Village

The execution is optional, but only one of the three encounters may be resolved. You can choose between the Inn, the Farm and the Blacksmith. These encounters are explained in the following sub-chapters.

7.1.2.3.1.1 Inn

In the inn, the character has two options, both of which are optional. They can use one or both options. He can do the following:

1. He can eat a meal there. He pays 2 Thaler ( ) and heals himself completely, i.e. he takes all Action Cards under the Damage Card back into his hand.
2. He can sit down at the regulars' table and buy a round of mead for the people. He can only do this if there is a Rumor Card ( ) in the Encounter Bar (see chapter 5.2). Figure 50 shows a rumor card. These are Lost Pages Cards and are placed in the Storybook Deck during the game setup. The player takes a rumor card from the Encounter Bar and resolve it.

Figure 50 - Rumor Card

7.1.2.3.1.2 Farm

The character can earn some money or food on a farm. The player places the top 6 Encounter Cards under the Encounter Deck and receives either 3 Thaler (●) or 1 Provision (🍖).

7.1.2.3.1.3 Blacksmith

The character can repair his broken items (🛡) at the blacksmith. He can also buy new weapons, shields and armor there and sell his old items. Both actions can be performed in any order, but only once per Landscape Encounter.

If the character has a broken item in their Storage Card and all the goods they need to repair it, they simply discard the goods and move the item from the top to the right-hand side of the Storage Card.
In Figure 51 the character has a broken spear in his pocket and the repair costs are two wood and one ore. He has obtained the three goods and is now at a blacksmith. To repair the spear, he discards the two pieces of wood and the ore. The three Encounter Cards are returned to the bottom of the Encounter Deck. The spear is placed on the right-hand side of the Storage Card, indicating that the item is no longer broken. The character may also equip the item at the blacksmith's and stow any equipped items in the bag (see chapter 7.2.6).

Figure 51 - Repairing items at the blacksmith

If you want to buy items, first check the Region Card to see whether you are currently in a village (), a town () or a castle (). Then draw cards from the encounter deck until you have 3 cards face up that match the current location. There are the following symbols on the Encounter Cards:

Figure 52 - Assignment of items to a blacksmith

All cards without a match are placed back under the deck. If a ? is shown, the item cannot be purchased and if a symbol is shown, an event occurs. Immediately follow the corresponding instructions on the Encounter Card.
You can then buy the three items from the display or sell your own (whole or broken) items. is the purchase price of the item from the blacksmith. is the selling price from the blacksmith, whereby the black number is the price of a whole item, and the red number is the price of a broken item. All items with a sale price can be sold at any blacksmith, even if the item itself could not be bought at this location. When the item is sold, the player receives the corresponding number of thalers and adjusts the money cards accordingly. If the item is depicted on an Encounter Card, it is placed under the Encounter Deck when it is sold. If the item is depicted on another card (e.g. Lost Side card), this card is banished (see chapter 7.3.3).

If you no longer want to buy or sell anything, all Encounter Cards in the display are placed under the Encounter Deck.

7.1.2.3.2 Landscape Encounter of an Encounter Card B - Village/Town

Each Village/Town Encounter Card has three Landscape Encounters depicted, one of which the character may perform.

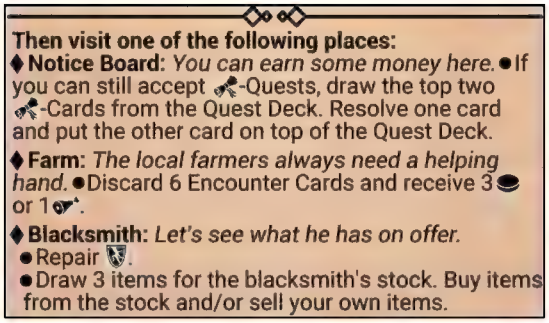
Then visit one of the following places:
Notice Board: You can earn some money here.
If you can still accept -Quests, draw the top two -Cards from the Quest Deck. Resolve one card and put the other card on top of the Quest Deck.
Farm: The local farmers always need a helping hand.
Discard 6 Encounter Cards and receive 3 or 1.
Blacksmith: Let's see what he has on offer.
Repair .
Draw 3 items for the blacksmith's stock. Buy items from the stock and/or sell your own items.

Figure 53 - Location Encounter Village/Town

Execution is optional, but only one of the three encounters may be executed. You can choose between the Notice Board, the Farm and the Blacksmith. These encounters are explained in the following sub-chapters.

7.1.2.3.2.1 Notice Board

The character can accept quests via the Notice Board. Each character may only have two active -quests. If the character can still accept quests, the player draws the top two cards of the Quest Deck (see chapter 4.7.6). He may then assign one of the two cards to his character as an active quest, the other card is placed back on top of the Quest Deck. The player can also decide not to accept any of the quests, in which case they return both cards to the top of the Quest Deck. If the character already has two active -quests, the player cannot select the Notice Board as a Landscape Encounter.

7.1.2.3.2.2 Farm

This Farm is handled in the same way as the Farm on a Village Encounter Card. See chapter 7.1.2.3.1.2 for more details.

7.1.2.3.2.3 Blacksmith

This Blacksmith is handled in the same way as the Blacksmith on a Village Encounter Card. See chapter 7.1.2.3.1.3 for more details.

7.1.2.3.3 Landscape Encounter of an Encounter Card C – Town/Castle

Each Town/Castle Encounter Card has three Landscape Encounters depicted, one of which the character may perform.

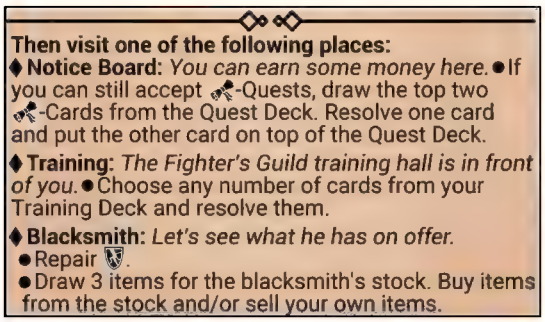
Then visit one of the following places:
Notice Board: You can earn some money here.
If you can still accept -Quests, draw the top two -Cards from the Quest Deck. Resolve one card and put the other card on top of the Quest Deck.
Training: The Fighter's Guild training hall is in front of you.
Choose any number of cards from your Training Deck and resolve them.
Blacksmith: Let's see what he has on offer.
Repair .
Draw 3 items for the blacksmith's stock. Buy items from the stock and/or sell your own items.

Figure 54 - Location Encounter Town/Castle

Execution is optional, but only one of the three encounters may be carried out. You can choose between the Notice Board, the Farm and the Blacksmith. These encounters are explained in the following sub-chapters.

7.1.2.3.3.1 Notice Board

This Notice Board is handled in the same way as the Notice Board on a Village/Town Encounter Card. See chapter 7.1.2.3.2.1 for more details.

7.1.2.3.3.2 Training

The character can go to a training hall and undergo combat training in order to gain new Action Cards (see chapter 4.7.7) or Status Upgrades (see chapter 4.7.5). To do this, the player takes all their cards from the Training Deck (this is created at the start of the game) and can resolve as many cards as he likes, as long as he can pay the appropriate fee for each card.

7.1.2.3.3.3 Blacksmith

This Blacksmith is handled in the same way as the Blacksmith on a Village Encounter Card. See chapter 7.1.2.3.1.3 for more details.

7.1.2.3.4 Landscape Encounter of an Encounter Card D - Castle

Each Castle Encounter Card has three Landscape Encounters depicted, one of which the character may perform.

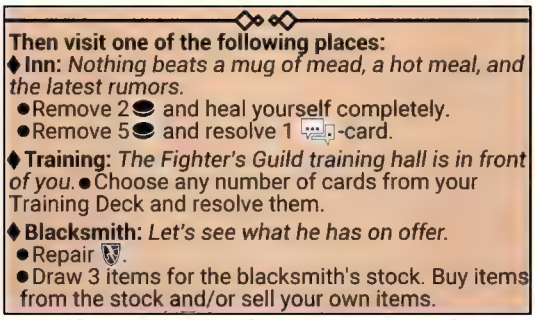
Then visit one of the following places:
Inn: Nothing beats a mug of mead, a hot meal, and the latest rumors.
Remove 2 and heal yourself completely.
Remove 5 and resolve 1 -card.
Training: The Fighter's Guild training hall is in front of you.
Choose any number of cards from your Training Deck and resolve them.
Blacksmith: Let's see what he has on offer.
Repair .
Draw 3 items for the blacksmith's stock. Buy items from the stock and/or sell your own items.

Figure 55 - Location Encounter Castle

Execution is optional, but only one of the three encounters may be carried out. You can choose between the Inn, Training and the Blacksmith. These encounters are explained in the following sub-chapters.

7.1.2.3.4.1 Inn

This inn is handled in the same way as the inn on a Village Encounter Card. See chapter 7.1.2.3.1.1 for more details.

7.1.2.3.4.2 Training

This training is handled in the same way as training on a Town/Castle Encounter Card. See chapter 7.1.2.3.3.2 for more details.

7.1.2.3.4.3 Blacksmith

This Blacksmith is handled in the same way as the Blacksmith on a Village Encounter Card. See chapter 7.1.2.3.1.3 for more details.

7.1.2.3.5 Landscape Encounter Merchants

Each Merchant Encounter Card depicts three Landscape Encounters, one of which the character may perform.

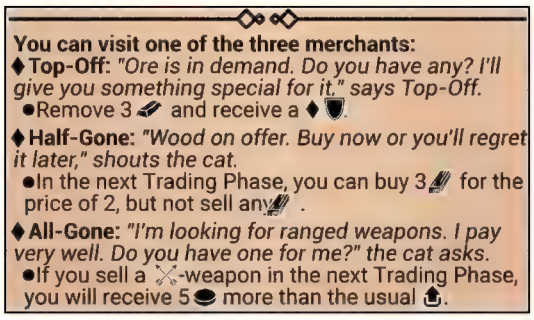
You can visit one of the three merchants:
♦Top-Off: "Ore is in demand. Do you have any? I'll give you something special for it," says Top-Off.
●Remove 3 and receive a ♦
♦Half-Gone: "Wood on offer. Buy now or you'll regret it later," shouts the cat.
●In the next Trading Phase, you can buy 3 for the price of 2, but not sell any .
♦All-Gone: "I'm looking for ranged weapons. I pay very well. Do you have one for me?" the cat asks.
●If you sell a -weapon in the next Trading Phase, you will receive 5 more than the usual .

Figure 56 - Location Encounter Merchants

These encounters are different on each merchant card. Execution is optional, but only one of the three encounters may be executed. The player chooses an encounter and resolves it.

7.1.2.3.6 Landscape Encounter Tree-Felling

On some Forest Encounter Cards, the character has the opportunity to cut wood.

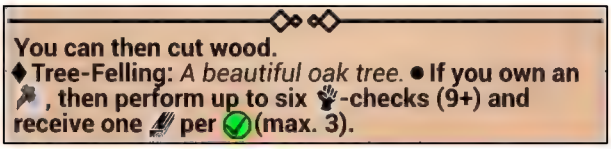
You can then cut wood.
♦Tree-Felling: A beautiful oak tree. ● If you own an , then perform up to six -checks (9+) and receive one per (max. 3).

Figure 57 - Location Encounter Woods

To do this, the character must have an axe () and can then make up to 6 constitution checks on the 9+ (see chapter 5.4). The character can receive a maximum of 3 wood, even if he could manage more checks. As soon as he has 3 successes, the player can stop making further checks. Depending on the number of successes, the player then takes Encounter Cards from the Encounter Deck and places them under the character's Storage Card as wood (see Chapter 7.3.10).

7.1.2.3.7 Landscape Encounter Mining

On some Mountain Encounter Cards, the character has the opportunity to mine ore..

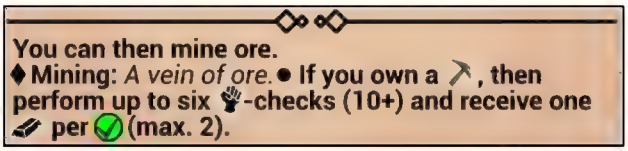

Figure 58 - Location Encounter Mountain

To do this, the character must have a pickaxe () and can then make up to 6 constitution checks to 10+ (see chapter 5.4). The character can receive a maximum of 2 ore, even if he could make more checks. As soon as he has 2 successes, the player can stop making further checks. Depending on the number of successes, the player then takes Encounter Cards from the Encounter Deck and places them under the character's Storage Card as the ore (see chapter 7.3.10).

7.1.2.3.8 Landscape Encounter Hunting

On some Forest, Meadow or Wetlands Encounter Cards, the character has the opportunity to hunt.

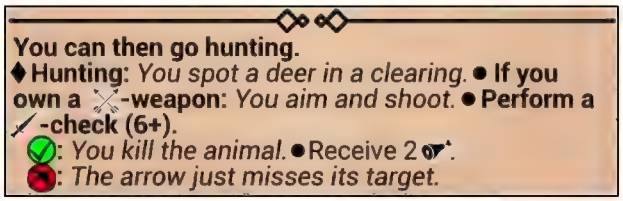
You can then go hunting.
♦Hunting: You spot a deer in a clearing. ● If you own a -weapon: You aim and shoot. ● Perform a -check (6+).
: You kill the animal. ● Receive 2 .
: The arrow just misses its target.

Figure 59 - Location Encounter Hunting in Woods or Meadows

To hunt in the forest or meadow, you need a ranged weapon () and can then try to kill a deer or hare.

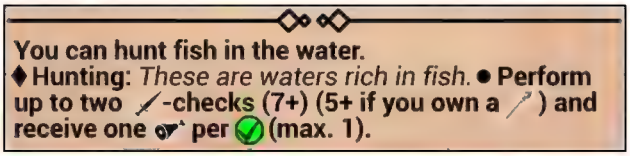
You can hunt fish in the water.
♦Hunting: These are waters rich in fish. ● Perform up to two -checks (7+) (5+ if you own a) and receive one per (max. 1).

Figure 60 - Location Encounter Hunting in the Wetlands

When hunting by the water, your bare hands are enough to catch a fish. But with a spear (／) you get a bonus to the check and only have to score 5+ instead of 7+. However, you can only catch a maximum of 1 fish per Landscape Encounter.

7.1.2.4 Encounter Phase 4 - Quest Encounter

In this phase, encounters of quests that the character has as active quests under his Character Card are resolved. First it is checked whether the character is at a suitable location. Therefore, check if the Location Number (see chapter 4.5) of the current location matches the Location Number on the Quest Card. After that it will be checked if there are any other requirements on the Quest Card. If both are fulfilled, then the Quest Card is resolved.

In the example from Figure 61, it is first checked whether the character is at the Stillwater Lake [36] location. If this is the case, then it is checked whether there are further prerequisites. In the example above, Martha must have 4 woods under the Storage Card. If this is also the case, then draw the card Y510 from the Lost Pages Deck and resolve it.
If multiple quests are performed at the same location, then you are free to choose which one is performed first. These encounters are not optional, you must perform them if the character is at the corresponding location and fulfills the requirements.

Figure 61 - Character with active quest

After the Quest Encounters phase, the Trading phase is resolved.

7.1.2.5 Encounter Phase 5 - Trading

The Trading phase is optional and can only be carried out at a location with a merchant symbol ( ).

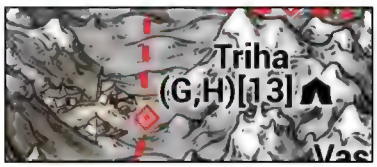

Figure 62 - The trading post Triha on Region Card 1

If the player wants to trade, the system checks whether there is an Encounter Card for determining the price of goods under the current Region Card (see Figure 63).

Figure 63 - Region Card with goods prices

If this is not the case, the player takes the topmost Encounter Card, reveals it and places it under the Region Card. The price of the goods on the Encounter Card must be flush with the three goods symbols on the Region Card. This indicates the current buying and selling price of the goods in the trading post of that region.

Figure 64 - Thaler value of the goods price symbols

You can now sell your own goods and buy new goods. Goods include wood, ore, magical essence and provisions, although the latter cannot be traded with the merchants. If a character sells their goods, the player takes the corresponding goods card (Encounter Card, which is under the Storage Card) and puts it back under the Encounter Deck. If the character buys new goods, then the player takes the corresponding number of cards from the top of the Encounter Deck and places them under the Storage Card, aligned accordingly. The player must observe the maximum capacity of the Storage Card.
The character can also sell equipped items or items stored in the Storage Card. The items may be whole or broken (see chapter 7.2.4). When an item is sold, the card is discarded, and the character receives the number of thalers indicated on the card as the selling price. This works in exactly the same way as when selling at the blacksmith (see chapter 7.1.2.3.1.3). Items cannot be purchased from merchants (see chapter 7.1.2.5).
When switching to the next chapter (see Chapter 9.1.2), the Encounter Cards, which are placed under the Region Cards to determine the price of goods, are discarded and the merchants determine new prices in the next chapter.

7.1.3 Rest Phase

In the Rest Phase, the character sets up a small camp and rests from the rigors of his journey. In this phase of the game, you can discard provisions from the Storage Card (the Encounter Card goes back under the Encounter Deck) and heal character's hit points in return. For each provision discarded in this way, the character heals damage (see chapter 5.3) equal to his regeneration value ( ). For each damage healed, take one discarded Action Card, which is under the Damage Card, back to your hand. You may freely choose the Action Cards.

After that, you may still re-equip your character's items (see chapter 7.2.6).
After the Rest Phase, a new game round begins with the next Travel Phase.

7.2 Items

There are several ways to obtain items. The easiest way is to visit a blacksmith and buy your items there (see chapter 7.1.2.3.1.3). Items can also be found or acquired through various Random Encounters or Location Encounters. Some quests also offer the opportunity to obtain items.

Figure 65 - Status values of items

The structure of items is explained below using Figure 65.

1. The name of the item and its rarity (see chapter 7.2.1) are shown here.
2. The cost of repairing the item is listed here. Each item consists of a combination of wood, ore and/or magical essence.
3. The purchase price (🪙) and selling price (🪙) of the item is listed here (see chapter 7.1.2.3.1.3). The red number stands for the selling price if the item is broken.
4. Here you will find a small picture of the item and which and how many slots it consumes (see chapter 7.2.2).
5. The status values of the item are listed here. They normally change the status values of the character both positively and negatively.
6. The weight of the item is listed here. The weight of equipped items must not exceed the character's constitution value (see chapter 7.2.3).
7. For weapons, it is indicated here whether it is a melee weapon (⚔) or a ranged weapon (🏹). The number also indicates the attack rate of the weapon (see chapter 7.2.5.1).

7.2.1 Rarity of Items

Items have three levels of rarity. Rarity is defined by a small symbol next to the item name.

▲ : Common
♦ : Rare
★ : Unique

Figure 66 - Rarity levels for items

7.2.1.1 Common Items

Common items are items that can be made with simple means. They can be found in many households and are usually inexpensive to purchase. They include, for example, a club, fur armor, or a bow. A common item can be identified by the triangle next to its name.

7.2.1.2 Rare Items

Rare items are items that can only be made by a skilled blacksmith. They are found only among wealthy people and are usually expensive to purchase. These include, for example, a two-handed sword, chain armor, or a crossbow. A rare item can be identified by a diamond next to its name.

7.2.1.3 Unique Items

Unique items are items that are unique in this world. They can only be found at special merchants or in secret and mystical places. Most of the time they need to be repaired or are very expensive to buy. Among them are, for example, the Sunsword, the Shadow Armor or the Whisper Shield. A unique item can be identified by a star next to its name.

7.2.2 Item Slots

Each character has three types of item slots that limit what combination of items a character can equip at the same time. There is a body slot, hand slots and accessory slots. The exact number per character is indicated on their character card.

Figure 67 - Martha's item slots

Martha, for example, has 1 body slot, 2 hand slots and 2 accessory slots (see Figure 67).
The number of items is also limited by their weight (see chapter 7.2.3).

7.2.3 Item Weight

In addition to the item slots, you must also make sure that the total weight of the equipped items does not exceed the character's constitution value. The constitution also indicates the number of Action Cards a character possess. Important, the weight of the items does not reduce the number of Action Cards a character possess, and it does not reduce the constitution value during checks.
The weight does not matter for items in the Storage Card. Only the number of items is relevant here. The bag in Figure 68 can hold a combination of 2 whole or broken items.

Figure 68 - Weight of items

In Figure 68, Martha is equipped with leather armor and a pickaxe, both of which have a weight of 2. As Martha has a constitution of 4, she cannot currently carry any more. Although she still has a free hand slot, she cannot be equipped with the shield. She also cannot stow any more items in her bag, as there is only room for 2 items, and she has already stowed the shield and a bow in it.

7.2.4 Whole and Broken Items

Items can have two states: whole ( ) and broken ( ). The matching symbol always indicates the condition in which the character receives the item. The character only ever buys whole items from the blacksmith. A whole item can be equipped to a character immediately or placed on the right under the Storage Card. The character usually receives broken items through random encounters and then the symbol indicates that the item is broken (see chapter 7.3.10.3). Broken items are placed above the Storage Card and the character cannot be equipped with them until the item has been repaired by the blacksmith (see chapter 7.1.2.3.1.3).

7.2.5 Different Kind of Items

Items can be divided into four main categories, which are described in more detail in the following chapters.

7.2.5.1 Weapons

Weapons are items that occupy one or both hand slots. They have a range, sometimes increase the character's attack value, and have their own damage value (see chapter 8.2.1.1.3). In addition, each weapon has an attack rate/shot rate, which indicates how many attacks can be made per Character Phase (see chapter 8.2.1) of a Combat Round. The heavier or more unwieldy a weapon is, the fewer attacks can be performed per round. In the Enemy Phase, the attack rate of weapons is not limited.

Figure 69 - Attack rate of 3 of a melee weapon

Finally, each weapon has a weight.

Figure 70 - Weapon item

7.2.5.2 Armors

Armors are items that occupy the body slot. They lower the dodge value of the character because he can move worse with armor, but they increase the armor value. The character can deflect direct hits and takes either no damage or less damage, since the armor value is subtracted from the damage value of the enemy attack. Finally, each armor has a weight.

Figure 71 - Armor item

7.2.5.3 Shields

Shields are items that occupy a hand slot. They increase a character's dodge value and make him a difficult target for enemies. Very good shields also increase the armor value. Finally, each shield has a weight.

Heater Shield
28
0
4
0
18
14
B07 Village/Town
1-3 | Peaceful Day: You walk through the streets and watch the people.
4-5 | Harvest: The farmers need help. Receive 6 or 2 in the next Landscape Encounter on the farm if you help the farmers.
6-10 | Well: You go to the well to have a drink.
Perform a -check (5+).
: You fail to notice the dead bird in the well and the water ends up making you ill.
Lose 1.
11+ | Merchant: You see a strange fellow near an alley. What is your Alignment?
(-2): "Psst, I have a shield for sale. Only 20 thalers. If you interested, remove 20 and receive a Heater Shield (this card) as an
Then visit one of the following places:
Notice Board: You can earn some money here. If you can still accept -Quests, draw the top two -Cards from the Quest Deck. Resolve one card and put the other card on top of the Quest Deck.
Farm: The local farmers always need a helping hand. Discard 6 Encounter Cards and receive 3 or 1 .
Blacksmith: Let's see what he has on offer.
Repair .
Draw 3 items for the blacksmith's stock. Buy items from the stock and/or sell your own items.
+2
+1

Figure 72 - Shield item

7.2.5.4 Accessories

Accessories are usually special items that are either relevant for quests or magically improve the character. They can either be stored in the Storage Card or the character can carry them themselves. Some accessories also have special rules which must be followed.

Cloth Bag
5
?
0
0
0
3
Special rules:
If you lose a chapter or all , banish this card.
If you want to look into the Cloth Bag, take card Y604 and resolve it.
The Cloth Bag cannot be placed underneath the Storage Card.
Banish this card
Otherwise: You tell him sorry, turn around and move on.
Place card Y605.
Receive the Cloth Bag (this card) as an
If you want to help him: You agree and take one of the bags. It is much heavier than it looks and jingles a little.
"Hey, you" says the man who had been hiding behind a bush. "I have two heavy bags and unfortunately I can't carry them alone. Could you please help me carry one to my house in Mouse? I can pay you after." The two bags look small and not heavy at all
Y603 Man with Bags

Figure 73 - Cloth Bag accessory

7.2.6 Re-Equip

Whenever the character receives new items or during the Rest Phase (see chapter 7.1.3), you may re-equip the items. To do this, the items, which are not broken, are freely switched back and forth between the Character Card and the Storage Card. After re-equipping, the weight of the equipped items must not be higher than the character's constitution value (see chapter 7.2.3). Likewise, the slot limit (see chapter 7.2.2) must be observed and the capacity of the Storage Card (see chapter 4.7.4) must not be exceeded. If this is the case, then items must either be discarded (Encounter Cards are placed under the Encounter Deck and other card types are banished) or the re-equipping cannot be performed.

7.3 Terms

The following subchapters explain terminology found on Encounter Cards, Storybook Cards, Lost Pages Cards, and Subchapter Cards.

7.3.1 Take Card Y and Resolve It

If a card reads 'Take card Y and resolve it', where Y stands for the card number, then the card mentioned there is selected from the Lost Pages Deck or the Encounter Bar and read directly. If nothing else is noted, the card is then returned to the corresponding deck.
If the corresponding card is no longer in the deck because it may have already been banished, nothing is done, and the encounter is over.

7.3.2 Place Card Y
If a card reads 'Place card Y', where Y stands for the card number, then the card mentioned there is selected from the Lost Pages Deck and placed unseen in the Encounter Bar. Two special cases can occur here:
1. If the back of the card has a black book symbol (📕 or 📘) and a chapter number listed next to it, which is currently active or already over, then the card is banished directly and not placed in the Encounter Bar. If the card has the book symbol with the curved arrow (📘), the card is turned over and the corresponding entry on the front is resolved before the card is banished.
2. If the card is placed during the Location Encounter Phase of the game and the character is currently in the corresponding location as indicated on the card just placed, then this card is not resolved in this round. The character would then have to remain at this location for one round in order to be able to resolve the newly placed card.

7.3.3 Banish this Card
If a player is to banish a card or the card explicitly says, 'Banish this card', the current card is placed under the 'Banned Cards' Card (see chapter 4.7.10) after it has been completely resolved. It is then permanently removed from the game and cannot come back into play under any circumstances.

7.3.4 Banish Card Y
If a card says, 'Banish card Y', then Y is the card number of the card to be banished. The player searches for the card named there from the corresponding deck and places it under the 'Banned Cards' Card (see chapter 4.7.10). The card is then permanently removed from the game. In rare cases, it can also happen that the card has already been banished by another card, in which case the player does not have to do anything.

7.3.5 Banish Region Card A [XYZ]
If a card says, 'Banish Region Card A [XYZ]', then banish the Region Card with this specific number and all other cards of the same region with a lower number. If you banish a Region Card in play, replace it with next higher Region Card and place all Y-Cards named on it in the Encounter Bar.
For example, if the card says, 'Banish Region Card 2 [x3x], then you banish all Region Cards of region 2 with a 3, 2 or 1 on the second place of their 3-digit Event Number.

7.3.6 Place This Card X Chapters Into the Future
If a card says, 'Place this card X chapters into the future', then X is the number of chapters. The player takes the current card and places it the corresponding number of chapters further into the Storybook Deck.
For example, if the card says, 'Place this card 3 chapters into the future' and the character is currently in chapter 3, then the card is placed under the 'Chapter 6' card in the Storybook Deck.

7.3.7 Place Card Y X Chapters Into the Future
If 'Place card Y X chapters into the future' is written on a card, then Y stands for the card number and X for the number of chapters. The player takes the named card and places it the corresponding number of chapters further into the Storybook Deck.
For example, if the card says, 'Place card Y520 4 chapters into the future' and the character is currently in chapter 3, then card Y520 is picked out and placed unseen under the 'Chapter 7' card in the Storybook Deck.

7.3.8 Equipped / Own / Have
Some encounters ask whether the character has an item equipped or own/have it. If it is supposed to be equipped, the item must be under the Character Card at that time. If the character is supposed to have or own it, the item can be under the Character Card or under the Storage Card and must not be broken (see chapter 7.2.4).

7.3.9 Place Card X Under the Encounter Deck
If a card reads 'Place card X under the Encounter Deck', where X stands for the card number, then the card mentioned there is selected from the X-Encounter Deck and placed unseen under the Encounter Deck.

7.3.10 Receive
If a card says 'Receive', the character receives the corresponding goods or thalers. In the case of goods, the player takes the corresponding number of Encounter Cards from the Encounter Deck and places them under the Storage Card, aligned accordingly. In the case of thalers, the Money Cards are aligned accordingly under the Storage Card.

7.3.10.1 Receive a Common Item
If a card says, 'Receives a ▲🛡', the player draws cards from the Encounter Deck until the item on the card has a common rarity level (see chapter 7.2.1).
If this is the case, the character receives this item and can equip it directly or add it to their Storage Card. If he does not have sufficient storage capacity, he must discard this or another item.
If the card does not show a common item, the card is placed under the Encounter Deck and the next card from the Encounter Deck is revealed. This continues until a suitable item is found.

7.3.10.2 Receive a Rare Item
If a card says Receive a ♦🛡', the procedure is the same as obtaining a common item, except that the rarity level (see chapter 7.2.1) of the item is checked to see if it is rare.

7.3.10.3 Receive a Common/Rare Broken Item

If a card says, 'Receive one ▲' or 'Receive one ♦', the procedure is the same as when the character receives a whole item. The only difference is that the item must be placed under the Storage Card, under the upper side, so that the repair costs are visible (see Figure 51). The item can only be equipped once it has been repaired by a blacksmith (see chapter 7.1.2.3.1.3).

7.3.11 Remove

If a card says 'Remove', the character must have the goods, thalers or items and discard them in order to trigger the subsequent effect. If the character does not have the goods, thalers or items, they cannot carry out this encounter or event. When paying with goods, the corresponding Encounter Cards are placed back under the Encounter Deck. When paying with thalers, the Money Cards under the Storage Card are updated accordingly. When paying with items, these are placed under the Encounter Deck if they were depicted on Encounter Cards or banished if they are of a different card type (e.g. Lost Pages Card).

7.3.12 Lose

If a card says 'Lose', the character must discard the goods, thalers or items. If the character does not have the required amount of goods, thalers or items, he loses as much as he can. If goods are lost, the corresponding Encounter Cards are placed back under the Encounter Deck and if thalers are lost, the Money Cards under the Storage Card are updated accordingly. If the character loses items, these are placed under the Encounter Deck if they are depicted on Encounter Cards or banished if they are of a different card type (e.g. Lost Pages Card).

7.3.13 Return to Your Previous Location

If a card says, 'Return to your previously location', the player must place the character marker back where it was before the travel phase of this round. Landscape Encounters (see chapter 7.1.2.3) on the Encounter Card are not carried out. The Location Encounters (see chapter 7.1.2.2) of the new location are carried out in the Location Encounter Phase.
If the character was at the same location in the previous round, he remains there, but must still skip the Landscape Encounter.

8 Combat

Combats are a separate game within Grimm World. Whenever you draw a Conflict Card during the Exploration, the gameplay shifts from the Region Cards to a smaller locale represented by Terrain Cards. Conflict Cards are always Lost Pages Cards (Y-Cards) with a crossed sword on the back.

8.1 Conflict Cards

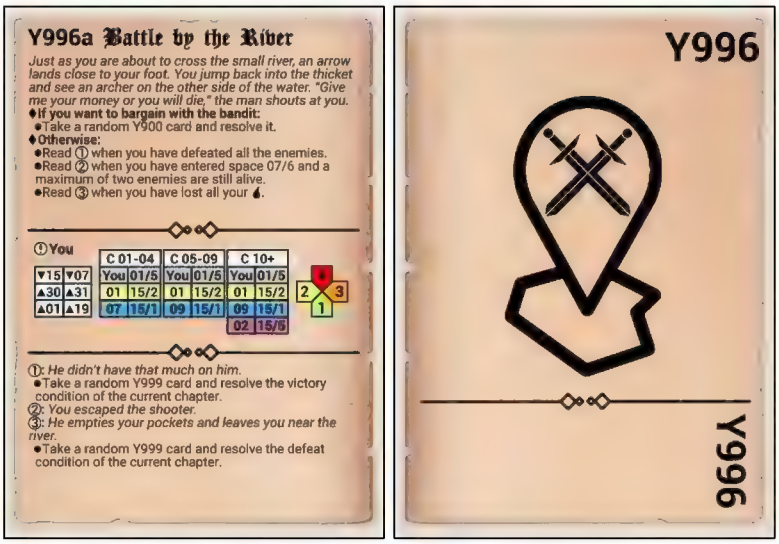
Y996a Battle by the River
Just as you are about to cross the small river, an arrow lands close to your foot. You jump back into the thicket and see an archer on the other side of the water. "Give me your money or you will die," the man shouts at you.
♦If you want to bargain with the bandit:
●Take a random Y900 card and resolve it.
♦Otherwise:
●Read ① when you have defeated all the enemies.
●Read ② when you have entered space 07/6 and a maximum of two enemies are still alive.
●Read ③ when you have lost all your ♦.
①You
C 01-04
C 05-09
C 10+
You 01/5
▼15 ▼07
▲30 ▲31
▲01 ▲19
01 15/2
07 15/1
09 15/1
02 15/5
①: He didn't have that much on him.
●Take a random Y999 card and resolve the victory condition of the current chapter.
②: You escaped the shooter.
③: He empties your pockets and leaves you near the river.
●Take a random Y999 card and resolve the defeat condition of the current chapter.
Y996
Y996

Figure 74 - Conflict Card (front and back)

1. Introduction: The upper section contains an introductory text and at least one win and one loss condition. These conditions are marked by circles with numbers (e.g. ①, ② or ③). In addition, decisions may be listed in this section, e.g. to negotiate with the bandits.
2. Structure: The middle section lists the structure of the battle. It also shows who has the initiative in the combat and the Decision Compass shows how the enemies decide in certain situations.
3. Resolution: The lower section contains the resolution of the battle. As soon as a condition of the upper section has been fulfilled, the resolution listed here is resolved immediately.

8.1.1 Conflict Card - Introduction

When you draw a Conflict Card, you first read the introductory text in the top section. Sometimes additional instructions or even choices are listed that you can or must execute. Finally, the end conditions of the Conflict Encounter are listed. These are always a victory condition and a defeat condition. You should read them carefully so that you know how to win the combat and at what point you has lost it. Some combats have additional conditions, such as fleeing from the fight.

8.1.2 Conflict Card - Structure

The setup section is divided into four parts, which are explained below.

8.1.2.1 Setup of the Battlefield

The middle section of the Conflict Encounter Card contains the layout of the battlefield. A grid shows which Terrain Cards are needed. In addition, it shows how they are laid out and what their orientation is. The alignment is shown here by the small black arrow.

Figure 75 - Exemplary setup of the battlefield

A Terrain Card (see chapter 4.8) consists of 6 square spaces each with different terrain types. The terrain types are highlighted by a color code for easy identification. The corresponding terrain types are described in chapter 8.3.2. The two triangles in the center of a Terrain Card contain two different pieces of information. One is the number of the Terrain Card, and the other is the orientation.

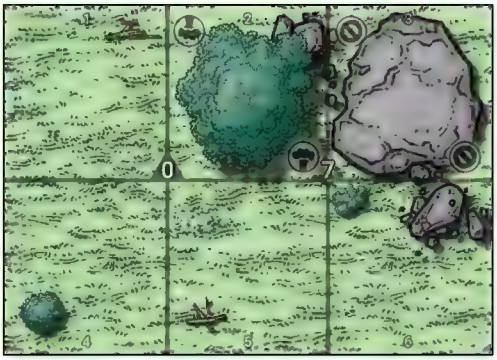

Figure 76 - Terrain Card 07

The Terrain Card shown in Figure 76 is the card number 07 and the card is oriented upward (the black arrows point upward).
For the exemplary setup of the battlefield in Figure 75, you need the Terrain Card 01, 07, 15, 19, 30 and 31. Here, the Terrain Cards 01, 19, 30 and 31 are oriented upwards and the Terrain Cards 07 and 15 are oriented downwards. The setup of the whole terrain can be seen in Figure 77.

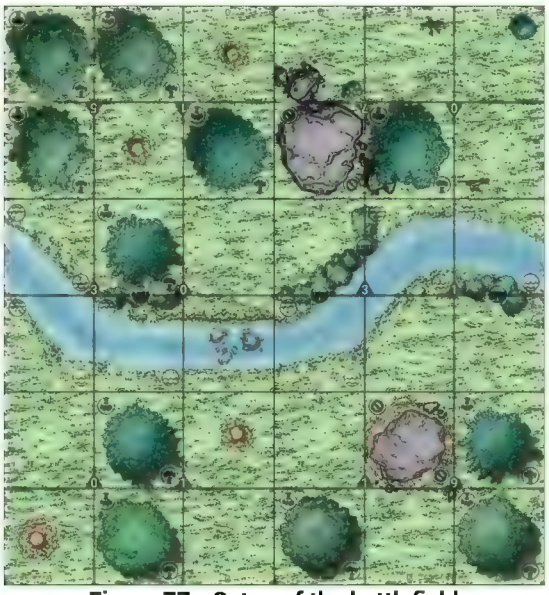

Figure 77 - Setup of the battlefield

8.1.2.2 Figure Placement

The next step is to pick out the Enemy Cards and place the character and the enemy figures on the board. This information is noted in a table on the Conflict Card.

C 01-04		C 05-09		C 10+	
You	01/5	You	01/5	You	01/5
01	15/2	01	15/2	01	15/2
07	15/1	09	15/1	09	15/1
				02	15/5

Figure 78 - Placement of the character and the enemies

The placement of the character and the enemies is shown in tabular form. The header contains information about which of the tables is used for which chapter in the game. In Figure 78, table 1 is used when chapter 01-04 is the active chapter, table 2 for chapters 05-09, and table 3 for chapters 10 or higher.
If you were currently in chapter 03 of the game, then the character must fight against enemy 01 and enemy 07. To do this, pick out the corresponding Enemy Cards from the Enemy Deck. The ID of the enemies can be found on the top left of the Enemy Card.

Figure 79 - Enemy Cards 01 and 07

The cards are laid out and one of the 4 Hit Point Cards is placed on each Enemy Card. The card is turned so that the enemy's current hit points can be read. The starting value of the hit points is given by the constitution value (✊) of the enemy.

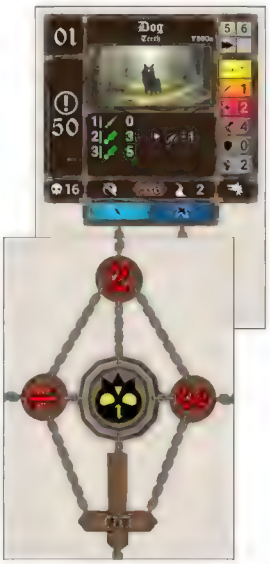

Figure 80 - Enemy Card with Hit Points Card

Enemy Card 01 in Figure 80 has 2 HP at the start of the combat. The Hit Point Card is rotated so that 2 is readable. The chain points to the light blue reaction symbol. This means that the enemy has not yet performed a reaction (see chapter 8.2.1.2).
Each of the four Hit Point Cards has its own color, each of which corresponds to the color of a figure. This makes it easy to assign the enemy on the board to an Enemy Card. Thus, the yellow figure belongs to the Enemy Card 01 from Figure 80. If you don't have the corresponding colors, you can also write numbers on the figures or download the game markers for the enemies and use them.

The second column of the setup table shows the starting position of the character and the enemies. The two-digit number before the slash stands for the Terrain Card and the one-digit number after the slash for the space on the corresponding Terrain Card. For example, 03/1 means that the character is placed on space 1 of Terrain Card 03.

The spaces on a Terrain Card are numbered from 1 to 6. The numbers are located at the outer border of the card (see Figure 81). Note that if a Terrain Card is facing down, then the numbering of the spaces will of course be reversed. You must pay attention to this when setting up a combat.

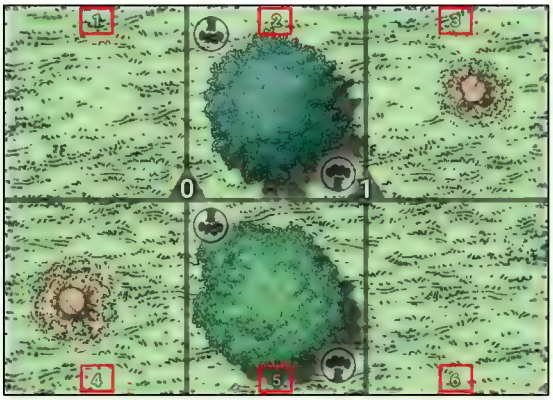

Figure 81 - Numbering the spaces of a Terrain Card

Figure 82 shows the complete setup of the combat of the Conflict Card from Figure 74. The character is represented by a gray figure, enemy 01 by a yellow figure, and enemy 07 by a turquoise figure. Both enemies have 2 hit points.

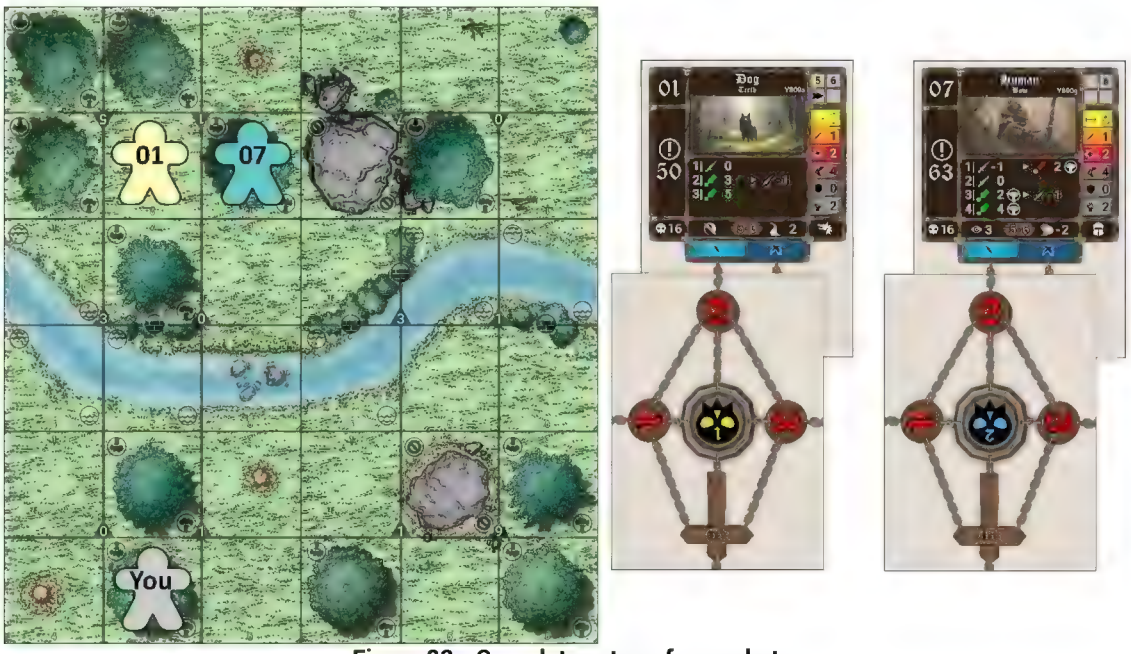

Figure 82 - Complete setup of a combat

8.1.2.3 Initiative

The Conflict Encounter Card additionally indicates whether the character or the enemies have the initiative. This only affects the first round of the combat. If the enemy has the initiative, then the Character Phase is skipped in the first round. If you have the initiative, then you may take a free re-equip action (see Chapter 8.2.1.1.7) before playing the first Action Card. Nothing changes in the following rounds.

8.1.2.4 Decision Compass

The last piece of information found in the middle section of a Conflict Card is the Decision Compass (see Figure 95). This is used when an enemy can take two equivalent paths or positioning on the battlefield. This compass specifies the prioritization of the enemy. This is described in detail in chapter 8.2.2.2.

8.1.3 Conflict Card - Resolution

The lower section of a Conflict Card describes the resolution of the combat. This is divided into as many sub-options as there are end conditions for the combat. If one of the end conditions (see chapter 8.1.1) of the combat occurs, then the respective entry in this section is immediately read and acted upon. All Action Cards on the discard pile is returned to your hand. Then the combat ends, the battlefield can be dismantled and the game returns to the Exploration (see chapter 7.1).

8.2 The Combat Round

A combat round consists of the following three phases:

1. Character Phase
2. Enemy Phase
3. Refresh Phase

These three phases are repeated until one of the end conditions (see chapter 8.1.1) is reached. Then the combat ends immediately, and the corresponding resolution is read (see chapter 8.1.3).

8.2.1 The Character Phase

In the character phase, you may play as many Action Cards for your character as his action value (🦶) indicates. The action value may increase during the game due to Status Upgrades.

An Action Card has 3 properties. The dark blue area indicates the possible action, the light blue area indicates the reaction, and the card itself represents one of the character's hit points (see Figure 83).
The character performs actions and reactions by playing Action Cards. If a character takes damage, then an Action Card is placed under the Damage Card (see chapter 4.7.9) and cannot be used again until the damage is healed. If a character loses all Action Cards, i.e., if all Action Cards are placed under the Damage Card, then he loses the combat, and you must resolve the corresponding resolution of the Conflict Card.

Figure 83 - Action Card

8.2.1.1 Character Actions

There are four different actions that a character can do during the Character Phase by playing Action Cards (see chapter 8.2.1.1.1). Figure 84 shows all four possible actions.

Figure 84 - Actions

- **Move**: When you play a Move action, the character receives as many movement points as indicated behind the Move symbol on the Action Card. You can spend these points to move the character across the battlefield (see chapter 8.2.1.1.2).
- **Attack**: If you play an Attack action, the character can attack an enemy within range and line of sight. The modifier behind the Attack symbol modifies the Attack value of the character (see chapter 8.2.1.1.3).
- **Critical Hit:** This symbol only appears in combination with an attack action and can inflict extra damage on an enemy.
- **Push:** You can push an enemy away from you with a push action.
- **Special Skill:** When you play a special ability action, the character performs the action listed on his Character Card. Each character has its own action and reaction (see chapter 8.2.1.1.4).
- **Re**-Equip: If the player plays any Action Card and ignores the actions on it, then they may re-equip 🖐- and 🎒-items between the Character Card and the Storage Card.

8.2.1.1.1 Play Action Cards

You decide whether and how many Action Cards to play. This card or cards are played and placed in a separate discard pile. After resolving an Action Card, you can then play further Action Cards. You can repeat this until you have played as many cards as the action value of your character or until you have no more Action Cards in your hand. They can be taken from the discard pile back to your hand in the Refresh Phase (see chapter 8.2.3) and played again in the next combat round.
If you have the two Action Cards from Figure 85 in your hand and play one of them, then the character can move one space and make an attack with a -1 modifier (this can be done in any order). After that, you can do the same action again with the second Action Card.
If you play several Action Cards at the same time, then the same actions of the Action Cards are added up.

Figure 85 - Combined playing of Action Cards

If the situation is as shown in Figure 86, then the character (gray) cannot reach the enemy with these two Action Cards. He needs 2 movement points to cross the hedge (see chapter 8.3.2.2) and each of the two cards generates only one movement point. When a new Action Card is played, any remaining actions from a previously played Action Card are forfeited. And to walk around the hedge, the character needs 3 movement points to reach the enemy.

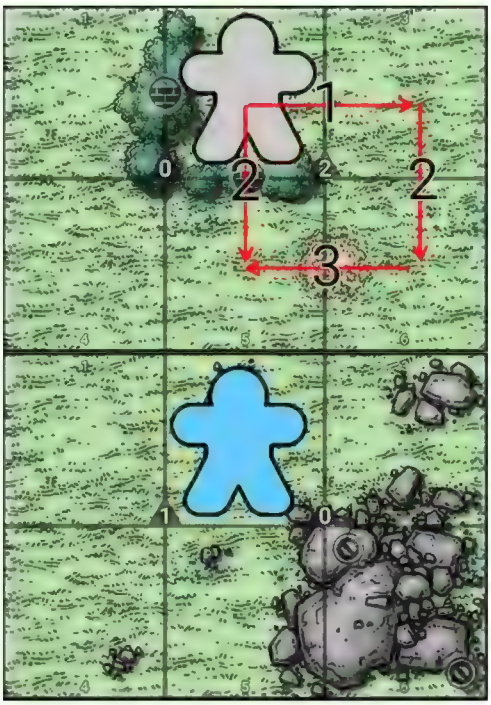

Figure 86 - Perform a combined action

If you play both cards as a combination, then the same actions are added up, this means that the character receives 2 movement points and can perform an attack with a -2 modifier. The character can jump over the hedge using his 2 movement points and then attack the turquoise enemy. The attack is worse, because the modifiers for both attacks add up, but he can attack the enemy at all.

8.2.1.1.2 Move

You must play an Action Card with a movement symbol (see Figure 84) to perform a Move action and move your character. The character receives as many movement points as indicated on the Action Card. A character can only move orthogonally, not diagonally. Moving from one space to an orthogonally adjacent space costs 1 movement point. Entering spaces with certain types of terrain may cost additional movement points (see chapter 8.3.2). The cost of entering a space must be paid by means of an action, otherwise the space cannot be entered. That is, if entering a space costs 2 movement points, then you must play an Action Card that generates 2 movement points or play several Action Cards combined into one action (see chapter 8.2.1.1.1). The character may not move into or over spaces occupied by an enemy. Not all movement points need to be spent, but as soon as another action is started or a new Action Card is played, the remaining movement points are lost.

8.2.1.1.3 Attack

You must play an Action Card with an attack symbol (see Figure 84) to perform an Attack action. The character must have a line of sight to an enemy and the enemy must be within range (see chapter 8.3.3) of the weapon that the character has equipped. If the character has no weapon, he can attack with his bare fists and always has a range of 1.
The values for the range are white numbers. White numbers are never added up, which means that only the range of the weapon used for the attack is valid.
A weapon can only be used to attack as many times per character phase as its attack rate (number on the -/ -symbol) indicates.

In Figure 87, Martha is equipped with a bow. She could now attack with his bare fists; in which case she has a range of 1. She could also attack with the bow; in which case his range would be 3. However, the two ranges are not added together, so she cannot attack enemies within range 4.
If an Action Card with an attack action was played and the character has an enemy within range and there is a line of sight (see chapter 8.3.3), then she can attack him.

For an attack, the top card of the Encounter Deck is revealed, and the Fate Number is added to the attack value ( ). Additionally, the Action Card played modifies that value. The resulting number must be equal to or greater than the enemy's dodge value ( ) to hit him.

If the character hits the enemy, he does damage equal to the damage value ( ) of the weapon minus the armor value ( ) of the enemy.

Figure 87 - Character with Status Upgrade and equipped bow

If Martha from Figure 87 wants to attack an enemy with her bow, then she must have a line of sight to the enemy and the enemy must not be further than 3 spaces away. As a second step, you must play an Action Card (see chapter 8.2.1.1.1) that allows Martha to attack. You play the Action Card from Figure 83, which allows the character to move for 1 movement point and make an attack with a -1 modifier. You have to choose which action to take first. You decide to attack first, so you reveal the top Encounter Card and check the Fate Number.

You draw an Encounter Card with a Fate Number of 4. Now add up all the values. Martha has an attack value of 1 (0 has the character, +1 due to the Status Upgrade and +0 due to the bow). The Action Card has a modifier of -1 and the fate number is a 4, so the final attack value in this attack is 4 (=1-1+4).

Figure 88 - Enemy 03

If Martha had attacked the enemy 03 (see Figure 88), her final Attack value would have been exactly the enemy's dodge value of 4 and she would hit him. Her bow has a damage value of 2. Because damage is always a white number, so the damage value of Martha's Character Card is not added to the damage value of her bow.
Now the armor value ( ) of the enemy is checked because the inflicted damage is reduced by this value. Normally, these are shields or armor that the enemy wears and absorb parts of the damage accordingly.
The enemy has an armor value ( ) of 0 and a constitution value ( ) of 2. The enemy thus loses his 2 hit points, which are represented by his constitution, and is defeated. The figure is removed from the battlefield.
The attack rate of her bow is 3, so Martha can make up to two more attacks with her bow in the Character Phase.

8.2.1.1.4 Critical Hit

This symbol only appears in combination with an attack action and can inflict extra damage on an enemy. If a fate number of 3 is drawn when attacking, the enemy receives direct damage that cannot be reduced by the armor value (see chapter 8.3.1).

8.2.1.1.5 Push

If the character is adjacent to an enemy, the enemy is pushed 1 space away from the character. If there are several enemies, the character must choose a target. If the pushed enemy crosses an obstacle line ( ) or lands in an obstacle space ( ) (see chapter 8.3.2.2), they lose 1 hit point ( ). If the pushed enemy crosses a blocked line ( ), lands in a blocked square ( ) (see chapter 8.3.2.1) or would leave the battlefield, they stop and also lose 1 hit point
( ).

8.2.1.1.6 Special Skill

If you play an Action Card with the Special Ability action, then the action shown on the Character Card is performed. If you have the character Martha (see Figure 87) and you play the Action Card with the special ability symbol, then you receive 2 movement points.

8.2.1.1.7 Re-Equip During Combat

The Re-equip action allows you to swap the character's equipped items and the (whole) items in his bag/backpack. This only applies to items for the hand-slot ( ) and accessories ( ) (see chapter 7.2.2). Armor cannot be re-equipped in combat, as there is no time for such a thing during a fight.

This action does not have its own symbol on an Action Card. To perform this action, you must play any Action Card. All symbols on this card are ignored and you can re-equip your character. It is important that the character is legally equipped again at the end of the Re-equip action. The weight, the filled slots, and the number of cards under the Inventory Card must be legal. You can also throw away items for this purpose. If the depicted item is on an Encounter Card, then it is placed under the Encounter Deck. If the depicted item is on another card, then this card is banished (see chapter 7.3.3). You may also re-equip once for free at the beginning of combat if you have the initiative in combat (see chapter 8.1.2.3)

8.2.1.2 Enemy Reactions

Enemies can react to the character's actions. When an enemy's trigger is fired, a random card from the Enemy Deck is drawn and the Reaction Value is checked. This number defines if an enemy react on the characters actions.

8.2.1.2.1 Trigger

There are two different triggers that can lead to reactions of the enemy.

Figure 89 - Trigger

Each enemy has one of two triggers, which is shown in the lower part of the Enemy Card.

Figure 90 - Reaction of an enemy

8.2.1.2.1.1 Attack Trigger

This trigger is fired as soon as this enemy is attacked by the character. The reaction check and the reaction itself are executed before the character performs his attack.

8.2.1.2.1.2 Line of Sight Trigger

Every time the character has entered a new space during a move action or performs another action (e.g., attack or re-equip), it is checked whether the character is within a line of sight and within the range of an enemy with a Line of Sight Trigger. The range is indicated behind the trigger symbol. The trigger execution and the reaction itself are performed before the character is allowed to enter the next space or execute any other action.

8.2.1.2.2 Executing Trigger

If the trigger is fired on one of the enemies on the battlefield, the following two steps are carried out:

1. Move the Hit Point Card from the unspent side (↖) to spent side (↗) to indicate that the enemy has been triggered. Each enemy can only attempt to react once per round with a trigger.
2. Draw a random card from the Enemy Deck and use the Reaction Value to check whether the enemy performs a reaction. If so, execute the reaction.

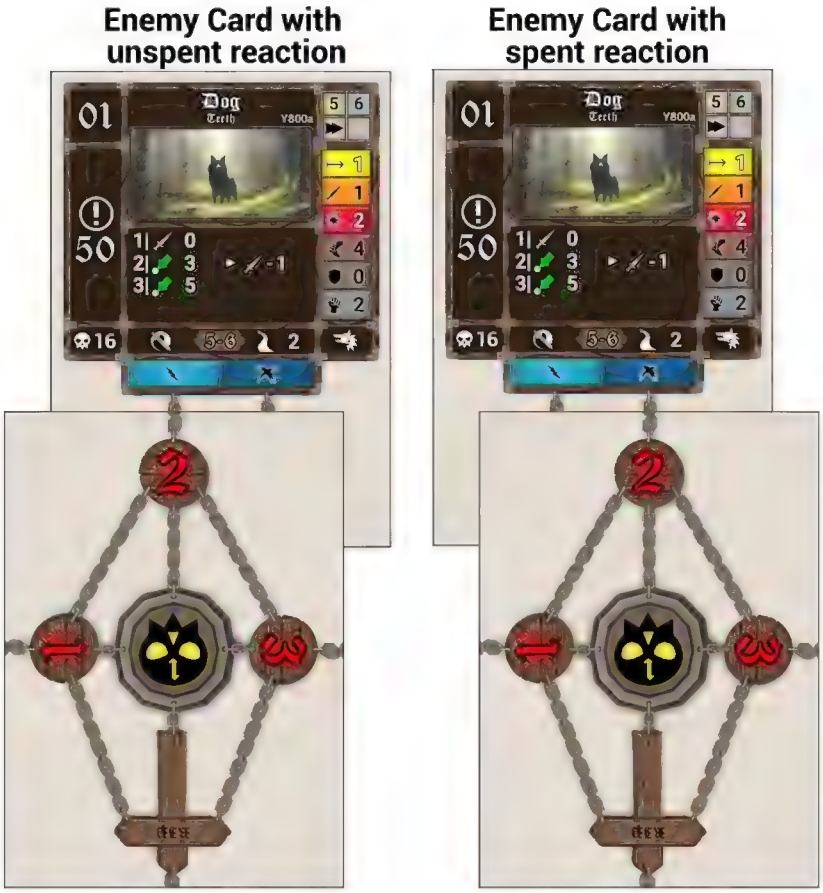

Figure 91 - Enemy Card with unspent and spent reaction

1. Draw a random card from the Enemy Deck and use the Reaction Value to check whether the enemy performs a reaction. If so, then perform it. Important: Even if the reaction is not carried out because the appropriate Reaction Value is not revealed, the enemy does not have another chance to react in this round of combat. This means that his trigger is no longer checked. This is indicated by the spent reaction.

The dog in Figure 91 only carries out its reaction if an Enemy Card with a Reaction Value of 5 or 6 is drawn from the Enemy Deck.

8.2.1.2.3 Reactions

Figure 92 shows the four possible reactions of the enemies.

Figure 92 - Enemy reactions

8.2.1.2.3.1 Block

If the enemy reacts with Block, then his armor value (see chapter 8.2.1.1.3) is temporarily increased for this attack by the listed modifier. It is possible that the character can no longer injure the enemy unless he makes a Critical Hit (see chapter 8.3.1).

8.2.1.2.3.2 Dodge

If the enemy reacts with a Dodge, then his dodge value for this attack is temporarily increased by the listed modifier. In this case, it is possible that the character can no longer hit the enemy unless he makes a Critical Hit (see chapter 8.3.1).

8.2.1.2.3.3 Retreat

If the enemy reacts with a Retreat, he receives the indicated movement points and moves in a direct line away from the character, if possible, into a space with equally good or better cover (see chapter 8.3.2). The distance to the character may only be the same or greater after the movement. If there are several potential target spaces, the enemy uses the Decision Compass (see chapter 8.2.2.2) to find the target.

8.2.1.2.3.4 First Strike

If the enemy reacts with a First Strike, he immediately performs an attack (see chapter 8.2.2.1.1) against the character before he is allowed to act further. First check whether the character is in range of the enemy, otherwise he does not perform a First Strike, but still consumes his reaction. If the character is in range and line of sight, then his turn is interrupted, and the enemy performs an attack with the listed modifier. The character cannot perform any reactions during this attack. Then, the enemy's dodge value is also modified with the same modifier until the character's Action Card(s) played are fully resolved. This simulates how the enemy neglects cover to land a surprise hit. As soon as the next Action Card is played or the Character Phase ends, the enemy's unmodified attack value and dodge value apply again.

8.2.1.3 Damage to Enemies

As soon as an enemy takes damage, the Hit Point Card, which is placed on the Enemy Card, is turned so that the current number of hit points can be read. If an enemy loses their last hit point, the card is turned so that the cross is facing up. The card is placed completely over the Enemy Card and the figure is removed from the battlefield.

8.2.2 Enemy Phase

In the Enemy Phase, each enemy (not yet defeated) performs an action. Starting with the enemy who has the lowest Initiative value and then ascending until all enemies have acted once.

8.2.2.1 Enemy Actions

Each enemy has an Action List with 3 or 4 different Action Lines and one or two actions per line. These are numbered from 1 to 4 (see Figure 93). When the enemy is activated, a check is made, starting with the first line, and ending with the last, to see which of these Action Lines the enemy can execute completely. If a line cannot be executed completely, then the next line is checked. Should it come to the case that no line can be completely executed, then the first line is executed, and only the part that can be executed. And in the unlikely event that even then no action can be executed, then the enemy does nothing.

Figure 93 - Action List of an Enemy Card

If there is a combination of two actions in one line, the left action must be executed first and then the right action. The two actions are always separated by a small arrow. If one of the two actions cannot be executed, then the entire line is not executed, and the actions of the next line are checked.
An enemy can perform the following actions:

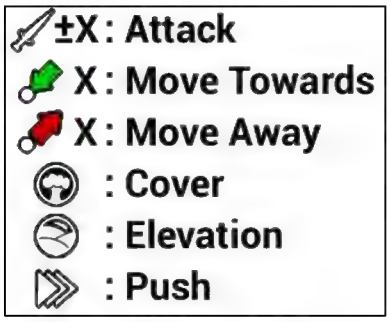

Figure 94 - Enemy actions

8.2.2.1.1 Attack

The enemy performs an attack. The corresponding modifier for this attack is listed after the symbol. The attack is performed in the same way as for the character (see chapter 8.2.1.1.3). All relevant information (range, attack value and damage value) is listed on the Enemy Card.

8.2.2.1.2 Move Towards

The enemy receives the number of movement points listed after the symbol. The enemy must use these to move towards the character by the shortest route. The enemy does not move further once he is orthogonally adjacent to the character and there is a line of sight. After moving, the distance to the character must be less or at least equal. If there are several possible target spaces, then the enemy chooses the space where he has a line of sight (see chapter 8.3.3) to the character. If there are more possibilities, then the enemy uses the Decision Compass (see chapter 8.1.2.4) for his choice. The enemy may move through spaces occupied of other enemies but may not stop on them. The enemy must spend at least one movement point for the action to be considered executed. For example, if the enemy were standing next to the character at the beginning of his turn, he would not execute the move action because he already stands adjacent to the character. Therefore, the action counts as not executed.

8.2.2.1.3 Move Away

The enemy receives the number of movement points listed after the symbol. The enemy must use these to move away from the character on a direct path. After the movement, the distance to the character must be greater or at least equal. The enemy must spend at least one movement point for the action to be count as executed.

8.2.2.1.4 Cover

A cover symbol is always shown behind one of the two Move symbols. If this is the case, then the enemy's movement must end in a space with cover (see chapter 8.3.2.3). If the enemy reaches such a space and cannot reach another space with the remaining movement points, then he stops and forfeits the remaining movement points. If he cannot reach such a space and therefore does not spend any movement points, the action is not counted as executed.

8.2.2.1.5 Elevation

An elevation symbol is always shown behind one of the two Move symbols. If this is the case, then the enemy's movement must end in a space with elevation (see chapter 8.3.2.5). If the enemy reaches such a space and cannot reach another space with the

remaining movement points, then he stops and forfeits the remaining movement points. If he cannot reach such a space and therefore does not spend any movement points, the action is not counted as executed.

8.2.2.1.6 Push

If the enemy is adjacent to the character, the character is pushed 1 space away from the enemy (see chapter 8.2.1.1.5). If the enemy is not adjacent to the character, the push cannot be executed, and the action is considered not completed.

8.2.2.2 Decision Compass

If an enemy has multiple possible positioning or movement routes when activated, then the Decision Compass defines how the enemy acts. The Decision Compass shows the prioritization from 1 to 4 how the enemy would place or move. 1 has the highest priority and 4 has the lowest.

Figure 95 - Decision Compass

Also, the Decision Compass can be used when the enemy uses a Retreat reaction or Moves Away action. The enemy is the center of the Decision Compass, and the prioritizations indicate the direction in which the enemy is most likely to retreat/move. Nevertheless, he never tries to go around the character if the space with the highest prioritization would be behind him, but always moves directly away from him.
In the following examples, we assume the Decision Compass from Figure 95.

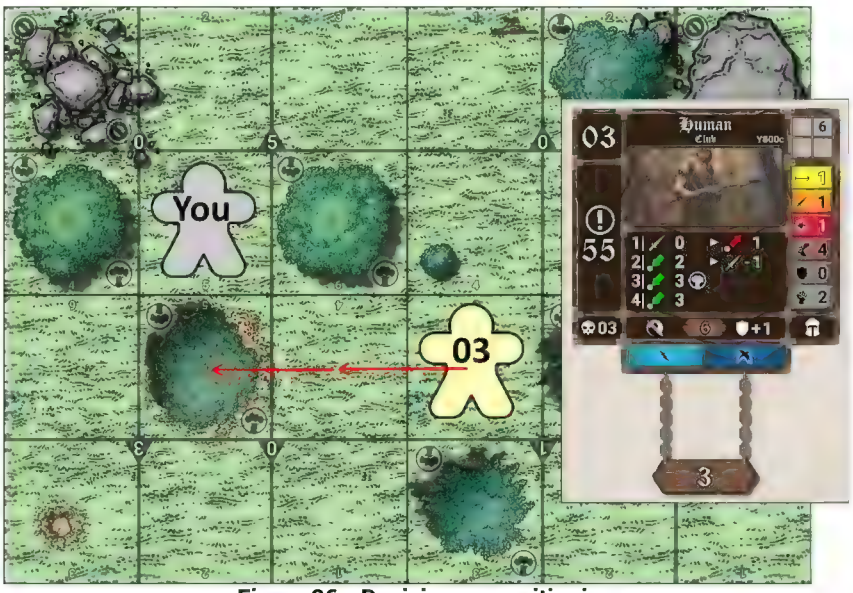

Figure 96 - Decision on positioning

In the Figure 96, the Action Line 2 is activated for the enemy 03 and he receives 2 movement points. He could position himself to the right of the character (05/6) or below him (03/5). After the enemy has moved to the filed 03/4, the Decision Compass is checked. With a prioritization of 2 he would move to the space 03/5 and with a prioritization of 4 he would move to space 05/6. Thus, he moves to the left to space 03/5.

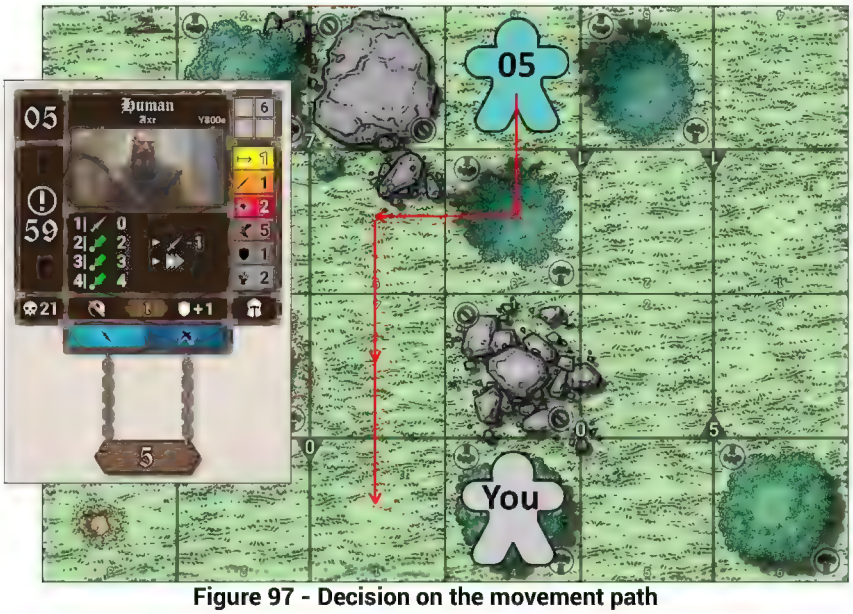

Figure 97 - Decision on the movement path

In Figure 97, the enemy 05 activates the Action Line 4 and receives 4 movement points. He could walk left or right around the rock to the character. Both paths require the same number of movement points to reach the character, so the Decision Compass is checked to see which path the enemy takes. Going left has priority 2 and going right has priority 3, so the enemy takes the route left around the rock.
If, contrary to expectations, a situation arises in which no clear target can be determined even with the Decision Compass, the player assigns the numbers 1-6 evenly to the possible target spaces and then draws a card from the Enemy Deck and checks the Reaction Value of this card. In this way, a target space can be determined at random.

8.2.2.3 Character Reactions

In the Enemy Phase, you may play as many Action Cards for your character as his reaction value (↖) indicates. The reaction value may increase during the game due to Status Upgrades.

Only one Action Card may be played as a reaction per enemy activation. Thus, only as many reactions can be played as there are enemy in a combat. If you play an Action Card as a reaction, then the dark blue area on the card is executed. There are the following reactions:

Figure 98 - Character reactions

The reactions that the character can perform are the same as those that the enemies can perform (see chapter 8.2.1.2.3). The most important difference is the time when the character must execute the reactions. This is explained in the following subchapters.

8.2.2.3.1 Block

If you react to an enemy's attack with a Block reaction, then the character's armor value is temporarily increased by the listed modifier for that attack. You must play this reaction as soon as the enemy makes an attack, but before an Encounter Card is drawn for that attack.

8.2.2.3.2 Dodge

If you react to an enemy's attack with a Dodge reaction, then the character's dodge value is temporarily increased by the listed modifier for that attack. You must play this reaction as soon as the enemy makes an attack, but before an Encounter Card is drawn for that attack.

8.2.2.3.3 Retreat

If you react to the activation of an enemy with a Retreat reaction, the character immediately gains the listed movement points and must spend them to move in a direct line away from the activated enemy. The distance to the enemy must be equal or greater after this reaction. You must play this reaction as soon as the enemy is activated, but before an Action Line is selected for activation.

8.2.2.3.4 First Strike

If you react with a First Strike reaction, you may do so as soon as an enemy moves into line of sight and range of the character's equipped weapon, or if the enemy makes an attack but before an Encounter Card is drawn. The character may then make an attack with the modifier listed. This attack is completely executed before the enemy completes his activation, should he not have been defeated. The character's dodge value is reduced by the same modifier until the end of the enemy's activation.

8.2.2.3.5 Special Skill

If you react to an enemy with your character's Special Skill reaction, then the reaction shown on the Character Card is executed.

8.2.2.4 Character Damage

If the character takes damage, then you must discard an Action Card for each point of damage the character received. The Action Cards are placed under the Damage Card and no longer part of the game. Thus, in the Refresh Phase, the card cannot be returned to your hand. You may choose which Action Card to discard as damage. It may also be a previously played Action Card which is currently in the discard pile. If all Action Cards have been discarded as damage, you immediately resolve the corresponding end conditions on the Conflict Card (see chapter 9.2.3).

8.2.3 Refresh Phase

The Refresh Phase is divided into two steps.
In the first step, you may take as many played Action Cards back into your hand as the character's regeneration value ( ) indicates. Only cards from the discard pile may be taken back into your hand. Cards below the Damage Card cannot be selected.

In the second step, the Hit Point Cards are again placed on the unspent side ( ) of the Enemy Cards, to show that the enemy can again react in the next Character Phase (see Figure 91).

After that, the next Combat Round begins with the next Character Phase. This continues until one of the end conditions occurs (see chapter 8.1.3).

8.3 Other Combat Rules

The following chapter covers Critical Hits, Terrain Types, and other additional rules.

8.3.1 Critical Hits

If the character or an enemy draws a fate number of 6 during an attack, this is a critical hit. There are skills, action cards and weapons with which the character can also make critical hits with the numbers 3, 4 and 5.

+1
+2
Training
Battle Hammer
Frenzy
Special Rules: If you draw a 5 from the Encounter Deck during an attack, your character makes a critical hit and the target immediately suffers 1

Figure 99 - Different kind of Critical Hits

Figure 91 shows an Action Card whose attack causes a Critical Hit with a Fate Number of 3. The Battle Hammer on the Encounter Card deals a Critical Hit on a Fate Number of 4. If the character has the Frenzy skill, he also deals a Critical Hit on a Fate Number of 5.

Critical hits automatically cause one point of damage, regardless of whether the attack itself hits or the damage exceeds the target's armor value. This means that as soon as the corresponding Fate Number is revealed during an attack, the target of the attack loses one hit point. If the target is the player's own character, the player must discard an Action Card as damage. If the target is an enemy, the Hit Point Card is reduced by one.
The attack is then resolved as normal, i.e. a check is made to see whether the attack itself hits and causes further damage.

8.3.2 Terrain Types

There are five different types of terrain on the Terrain Cards, which offer different advantages and disadvantages in combat. To indicate these, small round symbols are shown in the spaces or on the lines between the spaces on the Terrain Cards.

Figure 100 - Terrain types

8.3.2.1 Blocked [Space/Line]

Blocked spaces or lines ( ) represent huge boulders or walls of a house. They block the line of sight and cannot be entered.

- **Movement**: No one can move into a blocked space or cross a blocked line.
- **Line of Sight**: If the line of sight leads through a blocked space or over a blocked line, then the line of sight is blocked, and no attack can be made.

8.3.2.2 Obstacle [Space/Line]

Spaces or lines with obstacles ( ) mark hedges or fallen trees, for example, which make movement more difficult but provide a certain amount of cover.

- **Movement**: It costs +1 movement point to enter space with an obstacle or to cross a line with an obstacle.
- **Line of Sight**: If the line of sight crosses an obstacle space or line, the target's dodge value is modified by +1. It is therefore more difficult to hit the target.

8.3.2.3 Cover [Space]

Spaces with cover ( ) represent, for example, densely grown trees on the playing field. They provide a certain amount of cover for the person standing in such a space.

- **Movement**: Spaces with cover have no restrictions on movement.
- **Line of Sight**: If the line of sight is drawn to a target in a space with cover, the dodge value of the target is modified by +1. However, the line of sight cannot be drawn through a space with cover. This means that spaces with cover block the line of sight to spaces behind them.

8.3.2.4 Water/Mud [Space]

Spaces with water/mud ( ) represent lakes or rivers. They offer no cover and reduce the freedom of movement for anyone standing in such a space.

- **Movement**: It costs +1 movement point to enter spaces with water/mud.
- **Line of Sight**: If the line of sight is drawn on a target in a water/mud space, the target's dodge value is modified by -1. Targets are less able to dodge attacks in spaces with water/mud.

8.3.2.5 Elevation [Space]

Spaces with elevation ( ) represent small hills or things that the character can climb on. They offer a better overview of the battlefield and advantages for the attack.

- **Movement**: It costs +1 movement point to enter spaces with elevation when coming from a space without elevation.
- **Line of Sight**: If the attacker is on a space with elevation and the target is not, the target receives -1 to its dodge value. If the attacker and target are both on a space with elevation, there is no restriction. The line of sight can only be drawn into a space with elevation, but not to a space behind it.

8.3.2.6 Combination of Different Terrain Types

If several terrain types border each other or the line of sight crosses several terrain types, the modifiers are accumulated. The modifier of each different type of terrain is calculated only once, i.e., if the line of sight crosses several spaces with obstacles, the target receives +1 to its dodge value only once. However, if the line of sight crosses an obstacle line and reaches into a cover space, then the target receives +2 (+1 from the obstacle and +1 from the cover) on the dodge value. If the target is in the water space, but in the line of sight is a hedge (obstacle), then the modifier for the target's dodge value is 0 (+1 from the obstacle and -1 from the water space).
The same applies to movement. If a character moves over a hedge into a water space, this will cost 3 movement points (1 movement point for moving into a new space and +1 movement point each for moving over an obstacle and into a water space). The modifiers are the same for the character and the enemy. Exceptions only apply if an enemy has a corresponding special skill (see chapter 8.3.4).

8.3.3 Range and Line of Sight

When attacking, the attacker must have a line of sight to the target and the target must also be within range of the weapon.

- **Line of Sight**: To check the line of sight, an imaginary line is drawn from the center of the attacker's space to the center of the target's space. If this line crosses a blocked space, a space with cover or a space with elevation, then the line of sight is blocked. If it crosses a space or line with an obstacle or if the target is in a space with cover, then the dodge value of the target

is modified (see chapter 8.3.2). Spaces occupied by enemies also block the line of sight to spaces behind them. However, enemies do not block the line of sight of other enemies. Thus, enemies can attack across spaces occupied with other enemies. If the line of sight leads exactly over the corner of a space and this space has a terrain type (see chapter 8.3.2) that modifies the attack or blocks the line of sight, then the best modifier for the target applies. This means that if the line of sight crosses the corner of a space with cover, the target receives a +1 modifier to its dodge value. If, on the other hand, the line of sight crosses a corner of a blocked space, the line of sight to the target is blocked.

- **Range**: The range is always counted from space to space in orthogonal (not diagonal) direction.

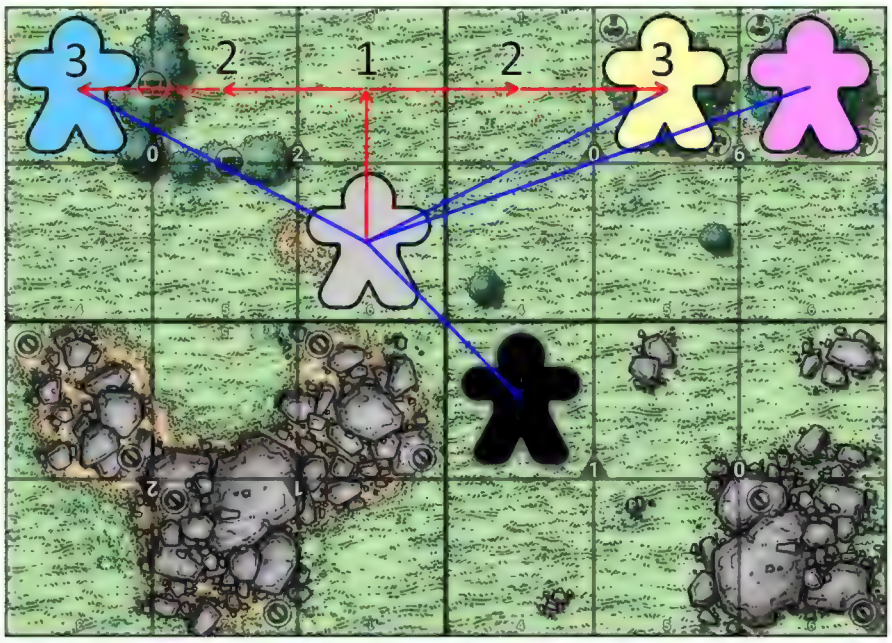

Figure 101 - Line of sight and range

In Figure 101, the character (gray) has no line of sight to the black enemy, because the line of sight crosses the corner a blocked space (12/4) (see chapter 8.3.2.1).
The line of sight to the pink enemy is also blocked. On the one hand, the line of sight crosses a space with another enemy (06/2) and on the other hand, no line of sight can be drawn through a space with cover to a space behind it (see chapter 8.3.2.3).
The line of sight to the yellow enemy can be drawn, because the line is drawn into a space with cover and does not cross it (see chapter 8.3.2.3). The distance is 3, so a weapon with a range of 3 or more would be necessary to attack the enemy.
The line of sight to the turquoise enemy can be drawn, as it only crosses obstacle lines. These make the attack more difficult, but do not block the line of sight (see chapter 8.3.2.2). Even if it crosses two obstacle lines, the modifier is only applied once here. The distance is 3 spaces.

8.3.4 Special Skills

Some enemies have special skills. There are 5 different skills, which are indicated by an icon in the top right-hand corner of the Enemy Card.

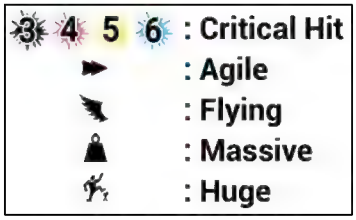

Figure 102 - Special skills

8.3.4.1 Critical Hit

If the corresponding Fate Number is drawn during an attack, the enemy's attack inflicts a Critical Hit (see chapter 8.3.1).

8.3.4.2 Agile

Agile Enemies ignore the additional movement point costs of obstacles and elevations when moving.

8.3.4.3 Flying

Flying Enemies ignore the additional movement point costs of obstacles, elevations and water/mud when moving. Flying enemies may enter blocked spaces but may not end their movement in them. Blocked lines (which usually represent house walls) may not be crossed by a flying enemy.

8.3.4.4 Massive
Massive enemies ignore the effect of a push action.

8.3.4.5 Huge
Huge enemies ignore the additional movement point costs of obstacles, elevations and water/mud when moving. They also do not gain a positive or negative modifier to their dodge value when standing in a space with cover, behind an obstacle, or in water/mud. Because these enemies are so large, these spaces provide no cover for them.

9 Time in the Fairytale World
The story of the world and its inhabitants is determined by the storybook, which is divided into 14 chapters. When the last chapter ends, so does the character's story. Various things in the game cause a chapter to end and the next chapter to begin. There are three different ways in which a chapter change can take place. Either time passes (see chapter 9.1), or a character spends or loses a chapter (see chapter 9.2).

9.1 Time Passes
In the base game of Grimm World, a chapter progresses as soon as the Encounter Deck has been played through twice. As the base game only contains 30 out of 60 Encounter Cards, there is a 'Time Passes' Card which prompts the player to play through the Encounter Deck a second time. The exact mechanism is explained in the following sub-chapters.

9.1.1 The ‚Time Passes' Encounter Card
When the game is set up, the 'Time Passes' Encounter Card is placed under the Encounter Deck. The card has an hourglass with the number 1 on the back instead of the landscape ID (see Figure 7). The purpose of the reverse side is to make it more difficult for the player to recognize the card in the encounter deck and to give a certain surprise effect as to when the time progresses.
As soon as the card is visible at the top of the Encounter Deck, it is drawn and placed face up at the edge of the playing area. First, the current encounter phase or combat round is played to the end. All further tests are still carried out with the Encounter Deck. The Encounter deck is then reshuffled. Finally, the 'Next Chapter' Card is placed under the Encounter Deck. Play then continues until the 'Next Chapter' Card is drawn from the Encounter Deck.

9.1.2 The ‚Next Chapter' Encounter Card
As soon as the 'Next Chapter' Card is visible at the top of the Encounter Deck, the following points are resolved in order. These points are also listed on the card itself.

1. Play until the current subphase of the Encounter Phase or the current Combat Round ends (including all checks), then interrupt the game round.
2. All cards in the Encounter Bar, which expire with the upcoming chapter (/) or have a -symbol are collected in a separate pile.
    a. Turn cards with the resolve symbol ( ) in order of ascending card numbers over and resolve the corresponding entry.
    b. Banish all expired cards.
3. Turn over the next Chapter Card of the Storybook Deck and resolve it.
4. Place the Sub-Chapter Cards (Y-Cards) at the top of the Storybook Deck in the Encounter Bar, so that the next Chapter Card is visible.
    a. If cards with an **!** are place in Encounter Bar, resolve these cards immediately in the order of ascending card numbers.
5. Remove the cards for the Goods Value (Encounter Cards underneath the Region Cards) and place them under the Encounter Deck.
6. Shuffle the Encounter Deck, place the 'Time Passes' Encounter Card under the deck and then continue playing.

9.2 Lose a Chapter
There are various situations in the game in which the chapter advances even though the 'Next Chapter' Encounter Card is not drawn from the Encounter Deck. This can be the loss of the last point of health during an encounter, the defeat conditions of a combat or actions on a Lost Page card. The procedure is described in the following chapters.

9.2.1 Damage in the Exploration Phase
If the character takes so much damage from a random encounter or a location encounter that the player must place the last Action Card under the Damage Card, the following steps are carried out. The game round ends immediately, and the player takes all Action Cards back into their hand. He then carries out all the steps that lead to a chapter change, which are listed in chapter 9.2.4. Finally, the game continues.

9.2.2 Lose Chapters
If a Lost Page Card (Y- Card) indicates that you have lost one or multiple chapters, follow the steps in chapter 9.2.4 to change a chapter.

9.2.3 Losing a Combat
If you lose all your hit points in battle (all Action Cards are under the Damage Card), the end condition for the defeat is resolved. This specifies how many of the character's hit points are healed, i.e. the player returns the corresponding number of Action Cards to their hand. In addition, the character loses one or more chapters in bigger combats. For each chapter that the character loses, the player performs the steps listed in chapter 9.2.4 once.

9.2.4 Steps if You Lose a Chapter

After the character has healed, if necessary, the following points are carried out once for each lost chapter. These points can also be found on card Y030 of the Lost Pages Deck, which is also referenced on the cards. The 6 steps are listed below:

1. Place card Y666 under the Epilogue Card of the Storybook Deck.
2. All cards in the Encounter Bar, which expire with the upcoming chapter (/) or have a -symbol are collected in a separate pile.
    a. Turn cards with the resolve symbol ( ) in order of ascending card numbers over and resolve the corresponding entry.
    b. Banish all expired cards.
3. Turn over the next Chapter Card of the Storybook Deck and resolve it.
4. Place the Sub-Chapter Cards (Y-Cards) at the top of the Storybook Deck in the Encounter Bar, so that the next Chapter Card is visible.
    a. If cards with an **!** are place in Encounter Bar, resolve these cards immediately in the order of ascending card numbers.
5. Remove the cards for the Goods Value (Encounter Cards underneath the Region Cards) and place them under the Encounter Deck.
6. Then continue playing.

If you lose more than 1 chapter, steps 2-4 are repeated accordingly.
Attention: The Encounter Deck is not reshuffled.

9.3 Spend Chapters

There are also situations in which the character voluntarily spends a lot of time doing something. He may be helping farmers with the harvest or doing an apprenticeship. Even then, time moves forward, as described in the following chapter.

9.3.1 Steps if You Spend a Chapter

These points can also be found on card Y031 of the Lost Side Deck, which is also referenced on the cards. The 5 steps are listed below:

1. All cards in the Encounter Bar, which expire with the upcoming chapter (/) or have a -symbol are collected in a separate pile.
    a. Turn cards with the resolve symbol ( ) in order of ascending card numbers over and resolve the corresponding entry.
    b. Banish all expired cards.
2. Turn over the next Chapter Card of the Storybook Deck and resolve it.
3. Place the Sub-Chapter Cards (Y-Cards) at the top of the Storybook Deck in the Encounter Bar, so that the next Chapter Card is visible.
    a. If cards with an **!** are place in Encounter Bar, resolve these cards immediately in the order of ascending card numbers.
4. Remove the cards for the Goods Value (Encounter Cards underneath the Region Cards) and place them under the Encounter Deck.
5. Then continue playing.

If you lose more than 1 chapter, steps 1-3 are repeated accordingly.
Attention: The Encounter Deck is not reshuffled.

10 Saving und Loading

At the end of each round, the game state can be saved. To save the game, the cards must be stacked in the following order.

- **1. Character Card**
    - 1.1. Acquired Titles and Skills
    - 1.2. Current Alignment (±1-3)
    - 1.3. Active -Quests and -Quests
    - 1.4. Status Upgrades
    - 1.5. Current Alignment (±4)
    - 1.6. Equipped Items
    - 1.7. Action Cards
    - 1.8. Damage Card
    - 1.9. Action Cards that are discarded as damage
- **2. Storage Card (bag, backpack, ...)**
    - 2.1. Broken Items ( )
    - 2.2. Goods – Provisions ( ) and Magical Essence ( )
    - 2.3. Thalers (or 0 thaler card) and Items ( )
    - 2.4. Goods - Wood ( ) and Ore ( )
- **3. Home (hut, house, ...)**
  The house card (Y730) is on top, and underneath are all house extensions. Stored items and goods are placed in any order.
- **4. Current Chapter Card**
- **5. Storybook Deck**

- **6. Encounter Bar (Y-Cards on display)**
- **7. Encounter Deck**
- **8. Region Cards**
  - 8.1. Save Card Location (Y014b/c) - This card is placed with the corresponding location number facing up on the Region Card on which your character is currently located.
  - 8.2. Region Card
  - 8.3. Encounter Card (for the goods prices)
  - This is followed by the next Region Card with the respective Encounter Card, etc.

Figure 103 - Saving the character at location X3 on Region Card 1

- **9. Quest Deck**
- **10. Training Deck (Y012)**
- **11. Enemy Deck (Y013)**
- **12. Save Card - Other Cards (Y014a)**
  Place the following cards underneath in any order:
  - X-Encounter Deck
  - Lost Pages Deck (Y-Cards)
  - Undiscovered Region Cards
  - Unused Alignment Card
  - Unused Money Card(s)
  - Unused Save Card - Location - Ort (Y014b/c)
  - Terrain Cards
  - Hit Point Cards
- **13. Banned Cards (Y011)**

When loading the game state, the cards are laid out in the same order.

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